

JANUARY 1989

COMMODORE USER

355 pts ■ HPL 6.75 ■ DM 6.50

£1.20
*1 For AMIGA
GAMES

**DRAGON
NINJA
DROPS IN**

**PLAY TO WIN
LAST NINJA 2
STAR TREK
BATMAN
ELITE**

**FREE
MEGA
ROBOCOP
POSTER**

**AMIGA I.K. +
SUPER HANG ON
ELIMINATOR**

**64 ROBOCOP
DOUBLE DRAGON
THUNDERBLADE**



The WORLD'S No.1 ARCADE GAME!

Five levels of thrilling coin-up action brought to life in your home today. You'll need all the arms and ammo you can muster to complete the mission which leads through stunning jungles and enemy strongholds. Fast and furious shooting action is what it's all about. It's a must if you are to liberate the prisoners and secure a safe getaway. All the original arcade play features - magazine reloads, energy bottles, hidden weapons, radar grenades and more... much more!

CLASSIC

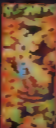
"It's undoubtedly a fantastic recreation of a marvellous arcade game. Virtually flawless. Addictive... One for everyone's Christmas list."

COIN-UP

"The lightning speed of the coin-up has nearly been captured in what must rank as one of the year's best conversions."

STAR

"The finest shoot 'em up money can buy."



"Not only has all the action and gameplay been captured, but so has the excitement, making it one of the most satisfying and complete shoot-em-ups to have appeared in a long time" ACE

"The non-stop action of the arcade original is replicated to a high degree" "... the resulting game is one which fans of the coin-up will love" Games Machine



TAITO
COIN-UP

ATARI ST
£19.95
ATARI ST

AMIGA
£24.95
AMIGA

Ocean Software Limited • 6 Central Street • Manchester • M2 5NS

OPERATIONS

Now

THE COMPUTER SIMULATOR
OF THE YEAR

cean

SPECTRUM
£8.95
SPECTRUM

AMSTRAO
£9.95
COMMODORE

TAITO

COIN-OP

061 832 6633 • telex: 669977 OCEANS G • Fax: 061 834 0650

R-TYPETM

IT'S YOUR ONLY DEFENCE.

IT'S MECHANICAL . .

IT'S BIOLOGICAL .



IT'S BEHIND YOU .



ELECTRIC DREAMS

Available soon on Commodore 64/128 cassette (£9.99) and disk (£14.99) Spectrum (£9.99) Amstrad cassette (£9.99) and disk (£14.99) Atan ST (£24.99) and on Amiga (£24.99)

R-TYPETM

© 1987 PHEM CORPORATION
LICENSED TO ELECTRIC DREAMS

SPECIALS



16 DRAGON NINJA

The top selling arcade game around moves to the home computer scene, via conversion kings Ocean. We have the exclusive for the 64 version and a very special prize — the coin op.

78 BABY EINSTEIN

Back by popular request. A complete strip by the artist with a throw in his side, Philip Bond.



85 '88 READERS POLL

It's voting time again. Tell us which games you rated this year and you might win a prize. Remember it's your vote that counts, folks!

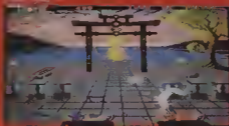
92 PLAY TO WIN

A special this month, with the definitive Walk-It map, a map of Britain, and tips on Star Trek and Edo. Twelve pages of maps, tips and games — a lifeline for gamers.

REGULARS

- 6 BUZZ
- 12 CHARTS
- 70 CHEAPOSS
- 72 ADVENTURE
- 80 LETTERS
- 100 ARCADES
- 110 TOMMY'S TIPS
- 114 RESULTS

CU CONTENTS



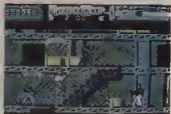
Banking on the scene... Thunder Blade



Banking on the scene... Thunder Blade



REVIEWS



Total co-operation from RoboCop

- 22 THUNDER BLADE
- 28 VETERAN
- 31 ZAK McKracken
- 32 INCREDIBLE SHRINKING SPHERE
- 34 ROBOCOP
- 36 TIGER ROAD
- 39 SORCEROR LORD
- 40 NO EXCUSES
- 42 JK
- 45 REVENGE OF DOH
- 47 SPITTING IMAGE
- 48 QUESTION OF SPORT
- 50 SUPER HANG ON
- 53 BETTER DEAD THAN ALIEN
- 55 TOTAL ECLIPSE
- 56 MAFDET
- 58 ELIMINATOR
- 61 RETURN OF THE JEDI
- 62 SUPER SPORTS
- 64 SDI
- 67 THE DEEP
- 69 DOUBLE DRAGON



US Gold in the Deep and End

Editor — Mike Patterson. Staff Writer — Nick Kelly. Art Editor — Elaine Bishop. Advertising Manager — Nigel Taylor. Dept. Ad Manager — Tim Glimmer. Class/Ref/ Copy Control — Mark Patterson. Publisher — Terry Prest. Editorial/Advertising — 01-251 0222. Distribution — EMAP Frontline Limited, Park House, 117 Park Road, Peterborough PE1 2TR Tel. 0733 555181. Back issues — PC Box 640 Leicester LE99 9AA. Subscriptions — PC Box 640, Leicester LE99 9AA Tel. 0858 419916. Annual Sales (UK) £15, Europe — £24. World — £36. Registered Office: Priory Court 20-32 Farrington Lane, Lendish EC1R 3AU. ISS 0266-721X. Cover Illustration: Angus Fieldhouse.

075 884
Jan-June 1988



B
U
Z
Z



LONE WOLF CAPTURED

Next April should see the release of the first of a series of computer games based on the incredibly popular Lone Wolf role-playing game books, courtesy of Audiogenic. The books, in which you play the last of the Kai Lords trying to save the kingdom of Sommerland, run to more than a dozen volumes and have sold in excess of six million copies worldwide in total, which makes author Joe Dever's creation the second

most popular role-playing product after Dungeons And Dragons. The books have already won numerous awards, including Game Book Of The Year in the US for the last four years, and currently Dever is working on a series of Lone Wolf Novels, which will be published in April and should sell by the van load. Funny enough, the list of Audiogenic's conversions won't actually be a role-playing game at all, according to a spokesperson for the



company, but will instead feature arcade-style combat action, so as to attract those few remaining mortals who aren't nuts about RPGs, we suppose.

SCOUSERS KOPPED



GRANDSLAM GRAB DANDY



Grandslams have got something of a coup, by signing up the rights to a host of different comic characters in one deal. They have in fact secured the services of all of the characters in 'The Dandy' including such long-time laves as Desperate Dan, Corky The Cat and Brassneck. Apparently the game will feature 38 distinct personalities, and sees Desperate Dan trying to fill his gag bag. Corky the Cat attempting to run a slide show with slides mixed up by his mischievous nephews and Brassneck baking cakes in a decidedly non-user-friendly kitchen. A February release date has been tentatively set

Despite their recent humiliation at the hands of the greatest team in the English League (the Eds standing on my neck, y see) there's no doubt that Liverpool Football Club are a not too bad team. No, indeed, so we take our hats off to those Grandslam folk who have been smart enough to sign up the entire squad for a game. No doubt they got an introduction to the rest of the boys from Peter Beardsley whose name they already secured on the dotted line for the recently released *Peter Beardsley's International Soccer*. So you can all look forward to seeing the Reds on your monitors later on in the New Year. Oh yes, and when are Sleaford going to sign up the Hamlets?



GALACTIC CONQUEROR

Just for a change, we're happy to say, we're not going to have to rabbit on about robot invasions threatening the Federation and your being the only pilot able to take them on; not that *Titan's* latest offering *Galactic Conqueror* doesn't have a plot including all of those stock elements—it's just that there actually is quite a bit of strategy accompanying your standard blow-by-blow action bit. You'll have to carry out surveillance, decide which of the 416 planets most need protecting... and THEN you get to blast the blighters! On the ground, in the air and in space, in fact, so action fans shouldn't be too scared of boredom. *Galactic Conqueror* will be with you yesterday (or very shortly anyway).



SUPERHEROES AND JFK SIGN ON

Due to a wide-ranging joint venture agreement recently concluded between Microprose and American company Paragon Software, 1989 will see the release of a series of games based on the exploits of a whole range of famous comic superheroes. Captain America has already been seen on the 64, but the likes of Spiderman, Doctor Doom and The X-Men will be making their debut.

Also resulting from the same deal, but in a rather different (and slightly macabre) vein, *Guardians Of Infinity* puts you in the space boots of one Mark Adam: a dweller in the fraught times of 2087 who's been sent back to the early 1960s to try to prevent the assassination of the late President John F. Kennedy thereby changing the course of history and... so the theory goes... making life a lot easier for the future generations. Could you dissuade Lee Harvey Oswald from his course? Could you persuade JFK not to take the car ride? Well *Guardians Of Infinity* will enable you to find out the answers to these fascinating questions, and no doubt a good deal more besides.



TURBO CUP

Fresh from French withouties Loraine, *Turbo Cup* puts you in the bucket seat of a Porsche 944 Turbo careering along the highways and byways of France. Four different cars, a choice of three boxes and practice laps all feature and some pretty decent snazzy ups can also be created by any A-milists who decide to pick *Turbo Cup* up on its release, which is, as they say, imminent.



STORMTROOPER

Fresh from Creation Inc., not the record label that bought y'all The Jassus And Mary Chain and The House Of Love, *Stormtrooper* puts you in the anti-radiation blue wellies of an inter-galactic mercenary recruited to enter Hologenium mining complex TK21 which has been taken over by enemy forces led by the treacherous defector geophysicist Tanix Braynigel. Radiation, aliens and combat machines face you as you battle through 16 levels to your showdown with Braynigel, and, as usual, you can add to your weaponry along the way. *Stormtrooper* is due out in early Spring.

TECHNO-COP

Any similarities between the title of this movie from Grumlin and a certain other rather major film licence are purely coincidental, we understand. *Technocop* actually spends a lot of his time speeding through the streets of crime in what the press releases writer is modest enough to describe as "the most advanced and technically polished road sequence simulation to hit the computer yet". But you also occasionally climb out of your turbo-dash-speedster to take on the bad guys in combat. Bracing, on disk, and available on both Amiga and 64 before it is heralded in.

B U Z



THE DOORS OPEN

Domark offshoot TV Games are once again all set to boldly go where no computer company has gone before in seeking out unusual, unlikely and downright naff TV

programmes to bring to your Trusty 64 and Amiga. This time, though, they've surpassed themselves in signing up genial slimebag Bob Monkhouse's cathartic TV Quiz show 'Bob's Full

House'. Due for release early in the New Year, the King of Plasticville will be doubtless be retaining all of his sub-Sun catchphrases for his computer manifestation. All together now 'bingo lingo cickety-dix

CRL'S REAL THING

CRL have come up with a novel notion for game packaging, and are selling up a new label to implement it.

The idea is that, instead of garbling it, *Ludicrous*, *Transgular* and *Purple Heart* in fanciful, futuristic and frankly unlikely artwork, they've hit upon the notion of putting actual screenshots of the games in question on their respective packages. And the label which they've set up to release these games on is called, with stunning originality, Actual Screenshots.

"The basic idea", according to a CRL spokesperson, "is that you can't hide behind fancy artwork. The graphics have to be of sufficiently high stature to put on the cover". Probably saves on expensive design and artwork bills too.



MICROPROSE SCORE XENOPHOBE

Microprose continue to diversify from the simulation field with the news that they've just signed up the tip is to Bell's unusual coin-op *Xenophobe*. This game proved somewhat disappointing in execution, though the idea of three horizontal sections representing the three players' respective playing areas was certainly an original

one. The game is for one or two companions fighting through an alien-infested space station, with each player playing along his third of the screen occasionally running into one another. According to Microprose's Stuart Bell, 'our intention is to actually add to the gameplay of the original' and the conversion will definitely be at least two players.





ART OF GOLD

Where will it all end? Not content with plastering "Pepsi Game Of The Year" and—very naughtily—sleeping a misleading out-of-context quote from CU's preview on the packaging for their Christmas biggie

Thunderblade, US Gold have also decided to bung in a free cassette of music with the first 100,000 copies of the game, just to tempt you a little bit further. And what music have they decided to include? Koolhae Minogue? Iron Maiden? Frank Sidebottom? No, no, no indeed! Instead the monster softhouse have decided upon a 12 minute "megamix" of avant-garde dance minimalist pranksters The Art of Noise, currently riding high with their Tom Jones-fronted version of Prince's "Kiss".

Though perhaps better known for the aforementioned "Kiss", their Duane Eddy collaboration "Peter Gunn", their many TV commercials (including Tuborg and Brylcreem) and their theme tunes for *Sherlock Holmes* and *The Krypton Factor*, the specially mixed mish-mash of their last studio album "In No Sense? Nonsense!" will undoubtedly make the *Thunderblade* package even more irresistible. And, what is more, so generous are the kindly lunk at The Art of Noise's record label China that they've agreed to give away five copies of the TAON's just released greatest hits album to the first folk who can tell us which record label were TAON originally on? (Clue: same one as Frankie Goes to Hollywood.) Enlines on a sleison to Art Of Noise Compco, Commodore User Priority Court, 30-32 Farringdon Lane, London

THE PARANOIA COMPLEX

Now, we do like the sound of this one. You're Joe Citizen, the hermetically-sealed computer-controlled slays of 500 years hence. You're in threat to a computer, and you exist to carry out its bidding, usually involving eliminating humanoids who might be powerful enough to threaten its (the computer's that is) ruling position. In return you'll be rewarded with increased social status... but if you do your job too well, then the computer might start hunting you. The real goal is to escape from this rather Orwellian city altogether. From Magic Bytes, *The Paranoia Complex* is due out on both G4 and Amiga this coming February. And remember, just because you're paranoid doesn't mean they're not all out to get you.



CRAZY GOLF

Keen readers at CU will have noticed that certain members of the staff are, well, not very inclined to rave over sports sims. American Football doesn't impress them much on the monitor, partially because these couch potatoes wouldn't know a real American football if it hit them. Baseball, alas, the same. And as for bobsleds...

But even these sedentary types were quite chuffed to see the screenshots for Electronic Arts' latest sim due out any day now which features that most user friendly of sports, Crazy Golf. Yes, we'll be queuing up to try our collective hands at wobbling, bending and turning the ball around the obstacles end into the hole. Maybe they'll do a ya of-ale sim next...



MICKEY MOUSE

What a busy little mouse that Mickey is! Not content with a bit-part in the tele new "Who Framed Roger Rabbit?", and the usual plethora of work he always gets around Christmas-time, he's also managed to squeeze in an Amiga version at his G4 game, and very nice it looks too. *Mickey Mouse*, complete with towers, monster and the rest, is released by Gremlin shortly.



B U Z Z

CUSTODIAN

"The Masters Of The Blast", they describe themselves as in the black accompanying Custodian, and with the likes of Cybernoid and Disintegrator under their belts, who are we to argue with this triumphant Newton banner. Anyroad, Custodian, from the cursor of Chris Hinsley and Nigel Brown-John, features three levels of 250 screens, voice, multi-directional scrolling and "the most violent gameplay ever seen with even more awesome fire-power than Cybernoid". Unbelievable? January will tell.



FALCON

The winner of no less than three awards from the simulation-conscious American of the Software Publishing Association in its 8 bit incarnation, and the first ever program to be signed to under a defence contract by the relevant authorities, Mirasoft/Image Works' Falcon is now set for release on Amiga. With improved graphics, a bigger world, faster ground scenery and swifter ground targets, this is yet another sim based on the ubiquitous F-16 Fighter. Out in time for stacking stuff, they salute us.



PROJECT FIRESTART

Obviously taking a leaf out of the Cinemascope book, Electronic Art's Project Firestart is a news which its creators say "plays like a science fiction, horror and suspense movie" and features movie-style animation, close-ups, luscious and tension-creating sound. Set in 2046 aboard the research vessel Prometheus, the plot deals with a scientific project to create durable humanoid laborers by genetic engineering which — surprise, surprise — goes tragically wrong. Now the ship is out of control and out of radio contact, and you're sent up to deal with the mess. Project Firestart should be on the shelves just in time for the January sales.

BAAL

New Check this out. This graphically pretty game is, as some of you might have guessed, the latest from the Psygnosis stable, Baal. It seems that the God of Evil himself has dispatched the forces of the undead to steal the ultimate weapon of destruction, the War Machine, and you're the person whose job is to stop 'em. You're not to guide your gallant Time Warriors through three domains, picking up the scattered 18 parts of the Machine, with the ultimate intention of assembling it and using it against the Evil One himself. Due for release on Psychology any minute now, Baal sounds like it's gonna be Superbad (meaning rather good actually).

CRAZY CARS

A biggie on the Amiga last year, Titan's Crazy Cars has just made its way onto the good old 64. For those who missed out on all the fuss, Crazy Cars actually isn't crazy at all. In fact, it's a not-at-all out-there on the Car Run theme in which you've got to power your Porsche 911 Carrera to Mallu, then make the return journey in a Lamborghini Countach, before tackling the final challenge in a Ferrari Testarossa. 72 shift levels, plenty of duns in the road and the sun shining overhead — fair puts you in mind of summer, huh?



NEW

MICRO BLASTER

REPLAY PROUDLY PRESENTS...

The New Microblaster Joystick,
professional arcade quality, fully microswitched
for the ultimate in game control.

ORDER TODAY AND TAKE CONTROL!**FEATURES INCLUDE**

1. Ergonomically designed handle and base for smooth, accurate and comfortable playing action
2. Steel shaft for extra strength & durability.
3. 8-way arcade quality microswitches giving greater sensitivity and precision controlled movement



4. Non-slip rubber feet on base for secure table mounted operation
5. Large dual-fire microswitched fire buttons for left or right hand operation
6. Extra long 1.4 metre cable allows more choice of player position
7. Switchable normal/rapid fire options for extra player control and higher scores

Suitable for use with a wide range of
computers and video game machines.

Compumart Ltd Jubilee Drive Loughborough, Leice LE11 0XS Tel: (0509) 610444



Compumart are
the Officially
Appointed Sole
UK Dealer for
Replay Joysticks

GUARANTEE

This quality Replay[®]
joystick is fully
guaranteed against
material defect or
faulty workmanship
for a period of
12 months from the
date of purchase

ORDER TODAY AND TAKE CONTROL!

PLEASE RUSH ME JOYSTICK(S) @ £12.95 each.

Total enclosed £

Type of computer owned

Despatched same day. Allow maximum 7 days delivery

Please deliver to

Name _____ Date _____

Address _____

Postcode _____

Price inc VAT. Free postage & packaging U.K. only subject to availability. E & O E



(0509) 610444

24 HR HOTLINE

to order using

ACCESS/VISA

or complete the

coupon and send with

a cheque/ P O to:

COMPUMART LTD

DEPT CVG

FREEPOST

LOUGHBOROUGH

LE11 0BR



ARCADE ACTION

From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling shooter throws you

into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim. Guerrilla War is the means!



GUERRILLA



SPECTRUM

8.95

SPECTRUM

AMSTRAD

9.95

COMMODORE



ATARI ST

10.95

ATARI ST

AMIGA

24.95

AMIGA



A3

HARWOOD'S

Your **FIRST** choice for A · M · I · G · A

'Buy a Bundle Save a Bundle'

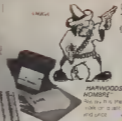
STOP PRESS

We are now stocking
NEW AMIGAS with the
latest version
1.2 Kickstart operating
system built into

AMIGA — INTERCEPTOR — PACK 1



"When it comes to realism, ease of control and state-of-the-art presentation, Interceptor's got THE 'GAMES MACHINE' VIBES"



AS WELL AS THE AMAZING AMIGA 500 OUR NEW INTERCEPTOR PACK 1 INCLUDES THE FOLLOWING... COMPLETELY FREE!!
(Please note: Kickstart 1.2 is not included in this pack)

- INTERCEPTOR - A fast-paced action game
- GOLDEN AGE - A classic shoot-em-up
- KARATE KUNG FU - Classic Kung Fu Action
- LEATH'N' - A fast-paced Army Combat game
- TV MONITOR - AMIGA TUTORIAL DISK
- MOUSE MAT - 10 BLANK DISKS IN LIBRARY CASE

AFFORDABLE AMIGA

£399

All our AMIGA 500 machines contain the following standard features: ● 1 MEG DISK DRIVE
● STEREO SOUND ● 4096 COLOURS ● MULTI TASKING ● BUILT-IN SPEECH SYNTHESIS
● MOUSE ● TWO MANUALS ● OPERATION SYSTEM DISKS

ORDERING

Style Easy

INTERCEPTOR — PACK 2

MONITORS

Switch on to Quality

ORDER BY PHONE—Simply call our 24 hour Hotline using your Access/Via or Lombard Credit Charge Card.

ORDER BY POST—Make cheques, bankers' drafts or credit cards payable to GORDON HARWOOD COMPUTERS (N.B. Personal or business cheques require 7 days for clearance)

PAY AT YOUR BANK—If you wish to pay by Credit Giro Transfer at your own bank, please use full details and to obtain a bank ref. number

DELIVERY—Choose from either FREE POSTAL DELIVERY for all goods in UK Mainland (5-7 day delivery) OR SPEEDY COURIER SERVICE—Add just £5 per payment item for next working day delivery (Orders normally dispatched on day of receipt of payment or cheque clearance)

SERVICE

Compare our Service

● **FULL 12 MONTH WARRANTY**—If any goods prove to be faulty within 30 days of purchase they will be replaced with a NEW UNIT. For the remainder of the Guarantee Period, all warranty repairs will be made FREE OF CHARGE!

● **COLLECTION FACILITY**—Any faulty computer or monitor will be collected from your home FREE OF CHARGE within the Guarantee Period!

● **FULL TESTING PROCEDURE**—All computers are thoroughly tested prior to despatch

CREDIT TERMS

EXCEPT CREDIT ADVANCE

12 - 36 Month H.P. terms available subject to status. Please phone. We will be most pleased to send written details and application form. (Examples quoted are based on 3d monthly with no deposit)

GAMES & MONITOR PACK

AMIGA 500 (Interceptor Pack 1) supplied with CBM 10845 Stereo colour monitor (N.B. This pack does not include a Modulator)

MONITOR MADNESS



£629

UPGRADES

Add Power to your Amiga

NEW!! CUMANA 1 Meg. Drive with enable/disable switch. NO MORE UNPLUGGING YOUR SECOND DRIVE FOR CERTAIN GAMES - Just throw the switch!!

ONLY £99.95

Connect to AMIGA and others, with our FREE lead. (Please specify when ordering)

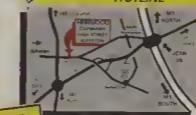
NEW!! Commodore 10845 Stereo Monitors NOW IN STOCK!

COMMODORE 10845 ***£269**
Stereo 14" Colour
Suitable for AMIGA C64 PCs C16 ++ etc.

PHILIPS CM 8833 ***£269**
Stereo, 14" colour with Green Screen Switch

Remember, the above monitors can be used as a TV if connected via a video receiver or using the Philips TV tuner available at only **£69.95**

24HR ORDER HOTLINE 0773 836781



GORDON HARWOOD HARWOOD HARWOOD

Computers
SPECIAL COMMODORE BUSINESS CENTRE
DEPT CU
69-71 HIGH STREET - ALFRETON
DERBYSHIRE DE5 7DP

Don't forget, we can supply any available product for an AMIGA/64/PC!

Please call and tell us where we are if you only show to demonstrate the amazing Amiga without purchase. Remember, we are just another mail order company. All prices are what YOU PAY and there are NO HIDDEN EXTRAS. VAT & Postage are included and are correct at time of going to press. E.B.D. Offer subject to availability and are currently advertised products.

Chart

C64 CHART

TM	LM	
1	HE DOUBLE DRAGON	MELBOURNE HOUSE
2	HE OPERATION WOLF	OCEAN
3	1 LAST MONA 2	SYSTEM 3
4	12 INTERNATIONAL RUGBY SIMULATOR	CODE MASTERS
5	5 BOWIE JACK	ENDONE
6	HE EARLYN HUGHES INTERNATIONAL SOCCER	AUDIOSOFT
7	3 JOE BLADE 2	PLAYDIS
8	HE COMMANDO	ENDONE
9	7 PRO SHO SIMULATOR	CODE MASTERS
10	HE APOLLYTE	THALANUS
11	5 END ZONE	ALTERNATIVE
12	HE FOOTBALLER OF THE YEAR	KICK
13	HE MICROPROSE SOCCER	MICROPROSE
14	HE AGE 2	CASCADE
15	8 FOOTBALL MANAGER 2	ADDICTIVE
16	HE TAITO COM-UPS 1	OCEAN
17	20 SHODDLAZE	ALTERNATIVE
18	2 BARRABASH 2	PALACE
19	HE AFTER BUMPER	ACTIVISION
20	HE JIGGLER	FIREBIRD



REVIEWERS CHOICE

Mike Patterson: World League Tennis (PC Engine),
 IK+ (Amiga), The Deep (Amiga), Op Wolf (64)
 Nick Kelly: Ghouls 'n' Ghosts (Arcade), Revenge of Doh
 (Amiga), Robocop (64)
 Mark Patterson: Super Hang On (Amiga), IK+ (Amiga)
 Steve Jarrett: Eliminator (Amiga), Elite (Amiga)
 Ken McMahon: Zak McKracken (64), Incredible
 Shrinking Sphere (64)

TOP TEN CU RESIGNATIONS

1. Nick O'Kelly
The Fat Lad takes to the road for stardom.
2. Eugene O'Lacey
To edit struggling sister mag C+VG
3. Brendan Buciak
The man whose head expanded men his own
DTP company.
4. Gary Funn
Took on the mantle as editor of The One, poor
sad.
5. Steve Jarrett
Left looking to the future.
6. Sarah James
To be Telecomsoft's dumb blonde.
7. Scribe The Adman
To try and sell advertising for The One.
8. Gary Williams
For an easy sell and a bigger chair on C+VG
9. Mike Patterson
Desperately unpopular editor.
10. No one!
Discontinue publisher.

ADVENTURE CHART

TM	LM	ELECTRONIC ARTS
1	1 BARD'S TALE	COGN-US GOLD
2	2 PRESIDENT IS MISSING	US GOLD
3	3 NE POOL OF INADANCE	ORIGIN
4	4 NE ULTIMA V	MASTERTRONIC
5	5 7 RIGEL'S REVENGE	ELECTRONIC ARTS
6	6 BARD'S TALE 3	INFORMAMES
7	7 NE INHERITANCE	CHL
8	8 NE VERY BIG CAVE ADVENTURE	MASTERTRONIC
9	9 NE SECRET DIARY OF ADRIAN MOLE	MIRROSOFT
10	10 8 DEFENDER OF THE CROWN	

READERS COIN-OP CHART

1	1 AFTERBURNER
2	4 OPERATION WOLF
3	2 DOUBLE DRAGON
4	NE DRAGON NINJA
5	5 THUNDERBLADE

AMIGA CHART

TM	LM	SEGA-US GOLD
1	1 NE DUT RUN	MIRROSOFT
2	2 ROCKET RANGERS	GRAND SLAM
3	3 NE PAC-MANIA	RAHWIRD
4	4 1 STAR GLIDER 2	ELECTRONIC ARTS
5	5 BATTLE CHESS	ELECTRONIC ARTS
6	6 3 INTERCEPTOR	MIRROSOFT
7	7 NE SPEEDBALL	INFORMAMES
8	8 NE CAPTAIN BLOOD	OCEAN
9	9 6 DALEY THOMPSON'S OLYMPIC CHALLENGE	PSYCLAPSE
10	7 MENACE	

Philip Bond!
 1988
 x



Let the train take the strain

DRAGON

It was only in July that we reviewed Data East's beat 'em up, but then Ocean release games as soon as the coin-op appears these days - In *RoboCop*'s case they sell the rights.

Dragon Ninja transports the ninja style beat 'em up, like *Double Dragon*, to which this has many similarities, away from the Orient to New York. The President of the USA has been kidnapped and it's the job of a chap going by the unlikely name of Mr Bad Dude to rescue him. He's built like a dockie this lad and he needs to be because the screen is rapidly filled with all manner of

assailants intent on stopping his progress. You can resort to time-honoured martial arts skills to deal with the scum, but weapons dropped in the struggle come in useful for extending your reach, al-

though their carriers don't hang around too long.

There are eight levels of frantic action to battle through before you reach the final confrontation with the Dragon Ninja himself. Level 1 begins on

the streets of New York where you get a taste for the action, battling left to right across several screens until you reach the first major end-of-level baddie - a fire breathing fatty.

Go on clean it off!



Ocean
Price:
£9.95 cass
£14.95 disk

Screen
Scene

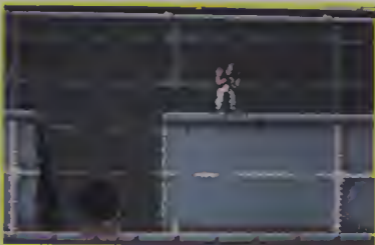
Hi 'em with yer yokie!

NINJA

Level 2 begins with you perched precariously on the back of an articulated trailer. Fight your way towards the cab and beat the knife-wielding, armour-plated ninja who appears and you'll reappear for level 3 down in New York's sewers where a green ninja splinters into a whole army. Success there takes you onto some dense woods, then in level 5 the top of a train, some caverns in level six until finally after seven levels of action you reach the Dragon Ninja himself as he's about to escape in a helicopter.

This is another of the worthy list of beat 'em ups converted by Dave Collier, and it's possibly his best yet. The size and detail of the characters is extraordinary. Each one uses four sprites with hires overlays and there's some pretty sonorous multiplexing going on to stop the screen exploding into pixels.

The backdrops are all impressive, particularly in the brighter sections of the game like on the lorry and train,



Down in the sewer.

where the artwork is impressive and convincing.

Sound at the moment is limited to a boppy tune and spot effects, although the ori-

ginal featured shouts of "cola!" each time you replenish your energy with a bottle.

The game itself is multi-load but in two parts only, so although you're sent back to the beginning when you die, it's not so desperate.

My one problem with Dragon Ninja though is the game-play. It's very samey and so was the coin-op, and for all the nice graphics and frenetic action in the world it's not a classic. As a conversion it's excellent, but somehow that's not just the point I feel.

Mika Pattenden

GRAPHICS: 95%
SOUND: 76%
PLAYABILITY: 89%
LASTABILITY: 83%

84%

WIN A



This month's competition is another of those prizes we wish we could win ourselves, a *Dragon Ninja* coin-op. Those reckless chaps at Ocean have put together another of those remarkable technological achievements, the arcade game in a suitcase.

The game comes complete with joystick and monitor and ensures the cabinet doesn't swamp the entire house. Twenty runners-up will receive copies of the game for Amiga or 64.

So how can you wade into Data East's beat 'em up? Well you'll have to answer a few more of the CU quiz-masters' teasing posers:

- 1) What is the tallest building in New York?
- 2) Which of these is not a New York area?
a) Yorkville, b) Soho, c) TriBeCa, d) Hoboken.
- 3) Name the outspoken Mayor of New York.
- 4) Where is the original Statue of Liberty?

DRAGON NINJA COIN-OP

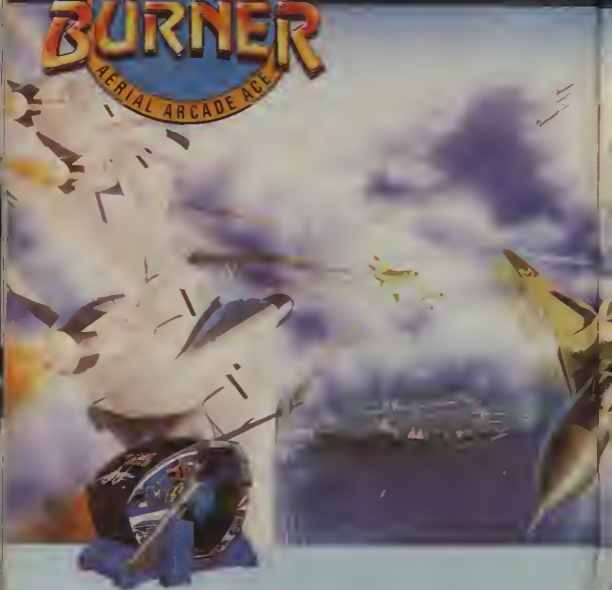
CU ompo



AFTER BURNER

AERIAL ARCADE ACE

SHAKE. RA



 **ACTIVISION**

 **SEGA**

AFTERBURNER – THE ARCADE S

Afterburner™ Sega™ are trademarks of Sega Enterprises Ltd. Game has been manufactured under license from Sega Enterprises Ltd. Japan. Marketed and distributed by Activision.

☎ Mail Order: Activision, Blake House, Manor Farm Estate, Manor Farm Rd, Reading, Berkshire. Consumer Enquiries: 0734 31555. Technical Support: 0703 229634.

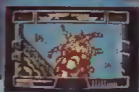
Available on C64 cassette (£9.99) and disk (£14.99), Spectrum (£12.99)

Amiga (£24.99)

RATTLE. ROLL IT..



Amiga screen shots shown



ST screen shots shown

SENSATION OF THE YEAR'

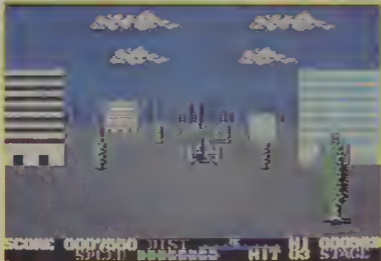
AFTERBURNER - You've played the arcade *amash* - now *experience* the white-knuckled *realism* of a supersonic *dogfight* at home! Using your heat-seeking *missiles* and laser anti-aircraft *fire*, can you be *top gun* against a seething supersonic *swarm*?

Experience brain-bumming *G-forces*, bonus *rattling* with the body-jarring *pitch* and yaw *scen* with your *rader*, *lock on* your target and *FIRE*!

99). Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99),
99) and MSX (£9.99).



A taste of U.S.T.



Your country has been taken over by the evil dictator, Baron Swindells (are you sure about this, Richard?). You are the only hope, as usual. Your

government has graced you with a fleet of three multi-million pound helicopters that make the AH-64 Apache Gunship look like a potato gun with wings. What's more, it runs on pure Pepsi Cola,

which is why Pepsi have sponsored all the helicopter's take-off pads (not landing pads, there's no landings to be done here, matey).

Probably the only real way to describe the coin-op is *Afterburner* with a vertical scrolling section and without the mind numbingly fast scrolling. The coin-op's 3D graphics are impressive to say the

least, and feature a brand new way of producing 3D images that are both realistic and manipulable. The screen is set up as a series of planes, each one being a culeway of a real image. When these planes are transposed onto one another, a 3D image is formed. The angle at which each plane is positioned in relation to its neighbours is governed by the laws of perspective in relation to the position of the helicopter. With me so far?

Each of the four levels is divided into three sections. The first is an overhead view, which has your helicopter flying over a 3D landscape filled with all types of enemy. The second section has you flying into the screen through the same landscape with a different perspective. The third section in each level is a light with the mothership for that particular area, level 1 for example is a huge battleship.

The first level is a jaunt through a city centre. As you might guess, the buildings cause a bit of a problem when you're in low level combat with tanks and helicopters but since when was realism a part of the arcade.

It's right on the first screen that the 3D effect, though used very crudely on the 64, works really well. The skyscrapers are portrayed as a series of rectangles, each one slightly bigger than the last, overlaid on the previous one.

And they call Milton Keynes dull...

This system means that it's very simple to move around inside a 3D area. You can move your helicopter left, right, forward, backward, and up and down. The same effect applies on the second level, except that the viewpoint has changed.

You have two different types of fire. You can fire a stream of bullets and launch

US Gold
Price:
£9.99 cass
£14.99 disk

THUNDER

64

Screen Scene



Dropping bombs on the big ship.



missiles which are far more destructive. The bullets can be fired in a continuous stream, but the missiles are a bit slower to fire. There is quite a pause between each launch of the rockets, so a bit of care is necessary when picking targets.

All this means that there should, by rights, be a lot going on in the joystick area,

but the game is surprisingly simple to control. Speed can be controlled via the keyboard, but it's far easier to use the joystick. The fire button activates both weapons, i.e. the cannon automatically fires and the missiles fire if any are available. Hold down fire and move forward and back to accelerate and decelerate, left and right to move left and

right, and up and down to climb and dive.

They've crammed in all the coin-op, and that means that there's a lot of big things being moved around. For example, on the second level, you have to fly between huge pillars and try and steer through little arches that appear in huge walls. All this is very, very fast, and quite playable too.

The game plays very much like the arcade, apart from the fact it seems a lot easier. Any game that I almost complete inside of the first hour I play has to be easy - I lost all my lives fighting the end of level mother on the last level.

As I've said, the graphics are very fast, and strangely enough, not at all confusing. The 3D update is a little crude and jerky, but it works well enough to provide a recognisable effect. All the sprites are recognisable although there's simply not enough of them. Chris Butler who programmed this, relies far too heavily on character blocks.

The sound is a bit poor, with a weak tune and very few spot effects. The whoosh effect when you take off is particularly pointless.

Thunderblade is by no means a disaster but as is the case with Afterburner, it comes nowhere close to Op Wolf in the gameplay stakes.

Tony Dillon

Cavouring in the canyon



Into the cavern.

BLADE

SOUND 41%
GRAPHICS 82%
LASTABILITY 68%
PLAYABILITY 69%

71%

AMIGA

Screen Scene



It only commuting was always like this.

THUNDERBLADE

Things begin to hot up on level 2.



Price: £24.99



The Amiga version is, without a doubt, as close as you can possibly get to the coin op. It also happens to be the best home version, so Amiga owners are finally getting what they want from their machine.

The game follows along the exact same lines as the C64 version, progressing through all the same levels in order, but it is far better in three respects:

GRAPHICS: The game makes full use of the Amiga's colour scheme. The graduated tint on the sky is really nice, the update is incredibly smooth, much more so than the ST version, and hence the 3D works amazingly well.

SOUND: Is another area where the Amiga version scores over the competition. A really thumping boeaaavv-vvvv soundtrack belts away at your ears at the end of each level and there are some really meaty explosions and neat effects.

PLAYABILITY: The final area that gives the Amiga version superiority over all the other versions, and that includes the coin-op for me, is in playability. The game is extremely responsive. The speed gets to you in no time and you find yourself pitching left and right with the joystick, creating your own hydraulics.

Is it as good as *Afterburner* or *Operation Wolf*? That remains to be seen, but they'll have to go some to beat this.

Tony Dillon

SOUND 95%
GRAPHICS 91%
LASTABILITY 79%
PLAYABILITY 83%

84%



**HANDLE WITH
-CARE-**

Soon to be hitting your screens on ...
Commodore 64 cassette £9.99
Commodore 64 disc £12.99
Spectrum cassette £7.99



Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Firebird and Firebird Logo are trademarks of British Telecommunications PLC.



A LEGEND IN GAMES SOFTWARE

THE AMAZING AMIGA...

Pack Includes:

A500 CPU, Mouse, P.S.U., T.V. Modulator, Very First Tutorial, Workbench 1-3, Basic, Extras and Manuals.

PLUS POSTRONIX BONUS PACK
WORTH OVER £250 which includes 10 Blank Disks, Disk Storage Box, 10 Excellent Games, Mouse Mat, Mouse Bracket (Mouse Holder) Deluxe Paint

£399.00 + £5.00 post and packing

AMIGA 500 PLUS DISK DRIVE
Instruction Manuals, Extra Disk, Workbench 1-3, The Very First Tutorial, T.V. Modulator, Photon Paint, Mouse **PLUS** additional Amiga Compatible Disk Drive and 10 Blank Disks.

£449.00 + £5.00 post and packing

AMIGA 500 + 1084S STEREO/COLOUR MONITOR

(including the Amiga 500 deal) **£649.00**
+ £10.00 post and packing



MPS 1200P

£229.99

+ £5.00 post and packing

The Commodore MPS1200P printer presents the state of the art in dot matrix printers, with all the features of a printer that would cost much more. The MPS1200P is designed to be like three printers in one. It can act just like an Epson FX printer, or with the flip of a switch, it can act just like an IBM Graphics Printer with IBM Group II character set (Danish/Norwegian character set) support. It can also print all the characters available with the Amiga in the Amiga configuration. The MPS1200P is capable of all the printing functions you would expect, as well as some additional features you may not expect.

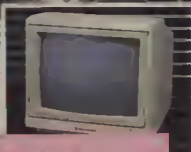
MPS 1500C COLOUR PRINTER

£199.99

+ £5.00 post and packing

A. TECHNICAL CHARACTERISTICS

PRINTING TECHNIQUE Impact dot matrix (9-needle print heads)
DRAFT MODE - matrix - vertical dots x (5 + 4) horizontal dots, - print speed 120 chars. at 60 chars/in
TABULATION SPEED 2 chars
PRINTING DIRECTION bi-directional, with optimised head movement
PRINT PITCHES 10 chars/in to 24 chars/in programmable from line and a SET UP mode
LINE FEED 18in (4.23mm), 18 (1.7mm) and 7/72 in (2.4mm), - a/216 in and a/72 in
CHARACTER SET ASCII characters and special characters
MAX. PRINT LINE LENGTH 40 (up to 192 characters, according to print pitch selected)



1084S STEREO/COLOUR MONITOR

Compatible with PC, Amiga, C64c, C128

£259.00

+ £5.00 post and packing



AMIGA 1010 DISK DRIVE

Amiga 3.5" external drive, Capacity 880K
PLUS FREE DISK STORAGE BOX & 10 BLANK DISKS

£149.99

+ £5.00 post and packing

A501 RAM PACK

512K for the Amiga

£149.99

+ £5.00 post and packing

THE GREATEST SPORTS COMPILATION EVER!



FEATURING ALL THESE FANTASTIC GAMES

WATCHMAN'S WINTER OLYMPIAD SUPER BOWL SUPER BOWL 2 STEVE DAVIS' SNOW
 F1 RACE F1 RACE 2 NICK BRIDGES' GOLF SUPERBOWL 3 SUPERBOWL 4

Season's prize ends on two winners. Control Mr. E in the Winter Olympics with Edward, Jr. Jason Slalom and Adventure. Martin cracks with Rex. Find a make line winning break against Steve Davis, but play it straight to the hole. So come. Enter the arena in Track & Field as you compete in the mile race, Long Jump, Javelin, 100 metre hurdles. How about the 400m Hurdle and 100m

that doesn't finish you off then throw jump that against the basket ball as, give it all you've got and go for a touchdown in the NFL Super Bowl - then you can sit down, in the cockpit of a Formula 1 racing car as you compete to take the chequered flag. Check out GSM 2 - the ultimate in sports compilations for the SPECTRUM, COMMODORE and AMSTRAD intros.



DISK **ocean** CASSETTE
 £17.95 £12.95
 DISK CASSETTE

AMIGA

Screen Scene



cameo with I plumped for the trusty Kalashnikov and prepared to widow a few wives, and make some mothers very unhappy.

The screen is littered with soldiers, tanks and helicopters all intent on stopping your progress. Things are further complicated by the jerky nature of the game. Your shots seem to register on the enemy very late, by which time you've wasted valuable ammunition which could have been used on another more pressing target. You also tend to lose sight of the crosshair on the screen amongst all the puffs of dust and explosions.

Veteran is also limited in comparison to Op Wolf because the screen doesn't actually scroll like the Tetris game. Instead the opposition walk into the scene and out again whilst you remain motionless. This means that the background is static and rather drab.

Sound is reasonable with plenty of sluttering machine guns, a few (weak) explosions, and digitised screams of pain. There's also some digitised speech.

Veteran is by no means a poor game, but it's budget and it does show. The test is undoubtedly tough enough, but I think most would rather wait for the real thing I can meet the poor relation.

Mike Pettenden

VETERAN

Software Horizons
Price: £14.95

Bring on the clones! With Op Wolf yet to arrive in the office, Software Horizons have taken a steel on the blood and guts brigade with a cheepo replica. On loading you're offered a nice, if somewhat gruesome option to choose which weapon you want to cause the

SOUND 61%
GRAPHICS 72%
LASTABILITY 54%
PLAYABILITY 56%

55%

**TRYBRIDGE
SOFTWARE DISTRIBUTION**

[illegible]

Please send cheque/PO/Access/Visa No. and expiry date to
TRYBRIDGE LTD, 72 NORTH STREET,
ROMFORD, ESSEX RM1 1DA

Please state make and model of computer when ordering

P&P inc. UK on orders over £5.00
Less than £5.00 & Europe add £1.00 per item.
Elsewhere please add £2.00 per item for airmail

NEW FROM TRILOGIC

BACK-UP AND TRANSFER PROGRAMS
FROM DISK TO TAPE TAPE TO DISK
DISK TO DISK TAPE TO TAPE

LAUNCH AHEAD!

**WITH THE NEW
'ROCKET POWERED'**
Including V3.2B Software

Expert

CARTRIDGE

COMPLETE BACK-UP SYSTEM
BRUNNEN COMPACT

- **Investment Programs**
- **Created a built up into that or type**
 indicators of whether the original team
 added from Data or Type
- **Independent trials where the Expert is taken**
 the most efficient computer as you can
 save more points for Data and team leader
 resulting
- **Save a back up to the file**
- **Expand a not necessary for obtaining a**
 back up
- **Programme runs in less than 30 seconds**
 using the Random Number

ROCKET — A SUPER-FAST
DISK TURBO LOADER

FASTER THAN WORD

ONLY £29.99

UTILITY FUNCTION

- **Spidee Sewer** & **Editor** with **Autopipe**
- **Intimate Love Command**
- **Jeepster!** Autofire mode — won't letter than Autofire
- **Jeepster Part Two** — 'Nuff! Back-ups can zap the same way
- **Powerful** & **Impassable** too! **McCyke Marbles**
- **Printout** makes it **Look! Winners**
- **Biggest Expert**
 - use the **Biggest 44** **Don't Forget Loader**
- **Look! Independently** of the **Cardinals**
- **Refined** on-screen **load** 21 in 10 seconds
- **Search** the **way** of **the** **Open** **Navigation**

COMPUTER PROBLEMS?

CALL A DOCTOR!

64 DOCTOR
A professional diagnostic
CARTRIDGE for your C64.

COMPRISES 64 DOCTOR CARTRIDGE,
USER & SERIAL PORT TESTERS, AND -
FREE ... The only comprehensive

- [illegible]

LOADING PROBLEMS?

DATASETTE DOCTOR

THE ONLY COMPLETE DIAPHRAGM
SERVICE & ALIGNMENT KIT

- Check and adjust, just as if it was a TV with very precise adjustment
- Check Database's security
 - Shows up additional faults
- Check for Electrical Interference on
 - Shows up noise from TV's & main wiring
- Check Service Performance
 - Send up fault rate showing real
- Check Loading Performance
 - Send up fault loading test
- Clean & Demagnetize Tape Head
 - Check Demagnetizing supplies

**DRIVE
DOCTORS**

With this complete kit
you can check:

- **HEAD ALIGNMENT** — No tape stretching, no tape stretching, easy.
 - **NO ADJUSTMENTS** — Power on and it's done.
 - **BACKUP TAPES** — No need to load the tape.
 - **NOISE REDUCED** — No tape stretching.
 - **ALSO** — Shows up free and full, and fully.
- COMES COMPLETE WITH PROGRAMME TAPE, SPECIAL ALIGNMENT DISK AND FULL INSTRUCTIONS**

BARGAINS ON DISKS, BOOKS, MOVIES, MUSIC, DRUGS, AND MORE...

- [illegible]

TRILOGIC

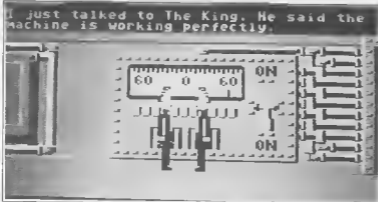
Imagic, Dept. C11, U
253 New Waverly Road
Bradford 21622 PA

For 0074 -

GUE

1997

Screen Scene



ZAK McKRACKEN

Something called *Zak McKracken and the Alien Mindbenders* could only come from the US. You need look no further than the packaging to confirm your suspicions. This latest Lucasfilm adventure concerns the exploits of a labloid hack — that's McKracken — who is trying to save the world from a Martian plot.

If that seems fairly straightforward, then a read of the freebie news-sheet *The*

National Inquirer will soon have you scratching your head. The *Inquirer's* spoof of America's *National Inquirer*, a paper that makes the Sunday Sport look like Hensard. It contains stories like 'TWO HEADED SQUIRREL ATTACKS TWO CAMPERS AT ONCE', 'ALIEN AMUSEMENT PARK FOUND ON MARS', and 'WORLDWIDE STUPIDITY EPIDEMIC LINKED TO SPACE ALIENS IN PHONE COMPANY'.

Each of the stories holds

some vital clue to solving the mystery and thwarting the 'space aliens from Mars' whose aim is to turn the world stupid.

The game begins with a short 'cut scene' in the office of Zak's boss, the editor of the *Inquirer*. You don't actually take part in cut scenes, they're like little cinematic vignettes which connect up parts of the story or let you know what's going on in some other part of the adventure. This first scene shows Zak getting yet another crummy assignment from the Ed. He has to go to Seattle to check out the two-headed squirrel story.

Gossiping martians.

Next we cut to Zak waking up in bed. Like *True* seasoned adventurers we can now begin to search his gear for anything — absolutely anything that might come in handy along the way. The nice thing about this game is that it doesn't make things impossibly difficult from the word go. To begin with, in Zak's bedroom you will find his cashcard, a kazoo and a yellow crayon!

You can select from a menu of verbs and nouns all the bottom of the screen. For example you can select 'pull' from the screen menu then point the cursor at the desk drawer and — what do you know — it opens. Zak moves around in the same way — by selecting 'walk to' from the menu and pointing on screen with the cursor.

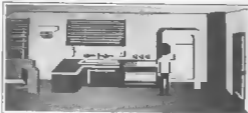
Adventurous types, once they've ransacked Zak's place, will want to take a look at the outside world. Once you've taken a look around the local shops you can catch the bus to San Francisco airport and travel a bit further afield, say to London, the Bermuda Triangle, Egypt, or even Mars. Every now and then you quest will be interrupted by cut scenes, usually showing the Martians preparing to rob the world of its mental faculties via the telephone network.

If you can put up with American humour and the lo-res graphics then who knows, you might find yourself having a lot of fun with this game.

Kan McMahon

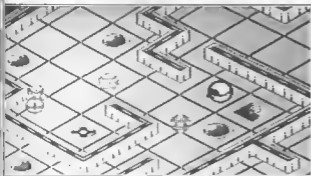
**2 Player
Dreams/
Activation
Price:
£9.95 cass
£14.99 disk**

Howm what's in the white drinks cabinet ...



**SOUND 35%
GRAPHICS 55%
LASTABILITY 75%
PLAYABILITY 76%**

77%



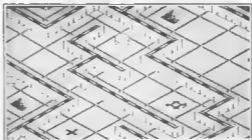
THE INCREDIBLE

R SHRINKING SPHERE

Remember Merble Madness and all those other ball bearing spin-offs? Well, you can add *Incredible Shrinking Sphere* to the list. *ISS* is a complicated sort of a game in which you control the aforementioned sphere on a metallic 3D pinball table landscape.

But there's more to *ISS* than a bit of fancy work with the flippers and the odd surreptitious nudge. The plot, it has to be said, is the usual load of old cack.

The Sangfalmadore Run is really bad news. If it was a ski slope and you wanted to find Prince Charles, the Sangfalmadore Run is where you'd look. Get the idea? Normally the derring types in the Sphere training Corps — the SAS of Sangfalmadore — do the run a couple of times before breakfast just for kicks. But because of some inhospitable



Start the ball rolling.

seismic activity (that's an earthquake to you) it's out of bounds.

But Colonel-in-Chief Matt Fixley is not the kind of man to let an earthquake interfere with his early morning entertainment and he goes and gets stuck so that you can rescue him.

There are eight levels to the Sangfalmadore run, each divided into four plates. You can pop down a hole in one plate

and emerge in another then pop back up again if you want. This is quite a handy trick to escape from the assassin spheres that chase after you. Of course you can always try to shoot them instead.

Like pinball, *ISS* has all sorts of bumpers, flippers and weirdo gadgets for you to experiment with, but you won't find any of

these on an ordinary pinball machine. Most useful are shield icons which make you invulnerable to the assassin spheres. Most of these icons are self-explanatory — chaotic bounce, fire power, prison, black holes and so on. The best way to find out what they do is to roll over them. In any case it pays to keep on the move to avoid the crates which appear in the planet surface.

There are certain parts of the terrain which you won't be able to negotiate unless your sphere has the right characteristics — achieved by rolling over the appropriate icons. For example some runs are very narrow and you have to roll over a shrink icon before you can get down them. Your sphere must have low mass and high speed to get over a ramp without flattening it.

It says in the blurb that the idea for *ISS* came from the pattern on a pair of slippers. I don't think they could have been the Marks & Spencers ones with pictures of puppies on that Bohdan Buciak wears. Anyway this one gets the toes up from me. **Ken McMahon**

SOUND 89%
GRAPHICS 80%
PLAYABILITY 85%
STABILITY 82%

80%

Lucasfilm
Price:
£9.95 cass
£14.95 disk



Robocop, fresh from his debut as a coin-op star, now appears in his own computer game, based around parts of the coin-op and the movie, but not a direct conversion of either.

Robocop is a good example of a movie licence that has successfully managed to capture the basic elements of the movie. It's fast paced, it's violent and it's great.

Follow our hero as he makes his way through nine levels of action from the routine patrolling of the streets

to the discovery of one of his murderers (I'm not going into detail about the plot — see the movie). Tracking and identifying his assailant leads him to discover the true whereabouts of his real murderer in a drugs factory which then, well, let me take you through it slowly.

The first level has you on patrol in the streets of Detroit. The crime rate is a little high in the area. As you walk along, more and more bad guys

appear, some in windows, some on ground level, all armed. You have to take them out as fast as possible. As you

walk along, and this happens on all but three of the levels, some of the bad guys drop items. These can be anything from baby food bottles to replenish your energy level, which you'll need (you only get one life), to weapons of a more powerful nature. These range from armour-piercing shells to three way fire.

When you reach the end of the level, you hear a cry for help from a nearby alleyway. Treading your way in a metallic sort of fashion, you come across a mugger holding a woman in front of him like a shield. The idea here is to shoot the man, but not the girl. The man moves randomly left and right, and you have to hit him about twenty times by moving a crosshair over the small amounts of his body that show. Hit the girl and you lose energy. Run out of time and the guy kills the girl.

The third level has you back on the beat again, only this time it's a little harder. As you get to the end of the level, you are met by a motorcyclist outside a gas station. Kill the cyclist, and you load in the second of the three loads.

Level four is where you learn who your murderer was. On the left is a photo of Mr Motorbike. You have to build up an identical picture for the police computer. A bit of a



Bring on the biker at death

Ocean
Price:
£9.95 cass
£14.95 disk

ROBO

Screen Scene



Unhand that woman.



Robo gets the drop on some poor punk

a brief time, and you have to press fire when the correct one comes up. You get three attempts. Put the face together in the allotted time, and it's off to the drugs factory. This is a four-way scrolling tower, the idea being to go to the top, and then down again. Baddies come from all four directions as well, and this is where it starts getting hard. It's here you find Clarence Boddicker, your murderer; he informs you that

the man to go for is Dick Jonas, the number two at OCP, the computer firm that now runs the police department.

Off you go to see Dick, who proceeds to disarm you with a little deterrent by the name of directive four. What that means is you can't attack a member of OCP, which results in you almost shutting down and losing your weapon. Then you are faced with ED 209, a huge lumbering metal beast, the original design for Robo-

cop. The only way to destroy it is to get close enough to punch its gun inwards, effectively making it blow itself up.

Then you've got to gallop out of OCP tower, kill Clarence Boddicker and save the President of OCP. All in a day's work.

All this fits into three loads, the good thing being that once you load in the second or third load, you don't have to go back to the start of the game, only the start of the load.

The graphics are as good as they could be on the 64. What that means is that the sprites, though small, are

quite well defined and colourful. RoboCop himself is amazingly well animated, especially when he climbs stairs, though he does mince slightly, rather than stride purposefully (you're so butch Tony! Ed).

Sound, however, is not as good as it could have been. The sound effects are flat and dull, and the tunes are far from pleasant. The only really good thing about the sound is the speech at the start which basically states "RoboCop".

The game plays quite well, though there are one or two irritants. The first is the jump control. For one thing, it's pointless and, as it consists of up and fire, you lose vital manoeuvrability for a few seconds when firing upwards. The other gripe is that it's incredibly hard to gallop down stairs. I have spent precious seconds wandering around at the top of a flight of stairs trying to line myself up perfectly so that down-left on the joystick will make me walk down the stairs kneeling down and pointing my gun at the floor.

RoboCop is a very good game. Sadly, believe it or not, it doesn't rank anywhere near the Spectrum 128 version, which has much better graphics and sound, and even a bit where you hear Robo read out his prime directives. There's no reason why they couldn't have done that on the 64.

Tony Dillon

ROBOCOP

GRAPHICS	79%
SOUND:	46%
PLAYABILITY	83%
LASTABILITY	74%

79%



Beating a retreat

have walk on parts in every section by the looks of things. The scenery isn't the most imaginative I've ever seen occasionally you get to jump on a ledge. One of the better screens has you jumping around on platforms taking a swipe at a flying ghost-like Samurai.

What else? Oh yes, every now and then when you club an unfortunate creature to death it leaves behind its own weapon which you can then pick up and use. It's a shame that the only change this makes to your performance is a cosmetic one. Whilst you might look a much cooler customer swinging a Samurai sword than a caveman club it has an identical effect as far as your enemies are concerned.

It's not what you'd call sophisticated, but it's a good crack all the same. I mean be honest, what actually happens when you get one of those games with a book of instructions like 'pull the joystick to 45 degrees with the fire button pressed and your spare finger in the cartridge port to execute a 360 degree high split kick with Immelmann loop. Do you memorise it from beginning to end? Nope. Absolutely no thinking involved just give em a good kicking or nailing or whatever comes to hand.

Ken Oh McMahon

TIGER ROAD

Tiger Road is a martial arts beat 'em up at its crudest. None of this messing around with between 16 and 255 different moves, just make sure your man is pointing in the right direction and whammo!

The nearest Tiger Road gets to exhaustive documentation is the short scanner on the back of the pack. You, as Lee Wong set out on a quest to free a bunch of kidnapped kiddies, held by the completely insane, not to mention ferily evil, Ryu Ken

Oh. Ken lances himself as a bit of an ornate Pied Piper and wants to turn the brats into soldiers to fight in his evil army. Only you can stop him of course and to do that you must battle with countless awesome opponents from sword-wielding Samurai to tortoises — well they looked like tortoises to me.

Liza Wong gets out on the road to death and destruction with nothing more than a three foot club spiked with six inch nails to protect him from Ken Oh's evil minions. The club actually works pretty well, par-

ticularly for ground based attackers like Samurai and tortoises. There are a lot of birds in this game — they fly around your head and sap your life giving force which is a bit of a pain. The only way to get them is to leap in the air and take a swipe mid-flight.

When you get a break from belling bad guys the idea is to make a run for the edge of the screen and get the scrolling going if only for a change of scenery. You have a generous sixty seconds to get to the end of the section before you forfeit a life. If you make it in one piece it's off with the old screen and on with the new.

The new screen will have a new backdrop, new layouts and some new monstrous beings in addition to the birds, Samurai and tortoises which



They don't like it up em

Capcom
Price:
£9.99 cass
£14.99 disk

GRAPHICS 53%
SOUND 42%
PLAYABILITY 76%
LASTABILITY 63%

62%

THE RACING GAME

THE SUCCESSFUL SPECTRUM GAME
NOW AVAILABLE ON COMMODORE 64/128

AN EXCITING GAME DESIGNED FOR THE HORSE RACING ENTHUSIAST
MANAGE 15 HORSES TO WIN GROUP, GRADED AND OPEN RACES. SEASON INCLUDES:

THE DERBY — 1000/2000 GUINEAS — THE OAKS — THE ST. LEDGER.

FORM, FITNESS, GOING, DISTANCE, ALL EFFECT RESULTS. TRAIN YOUR HORSES. FULL SEASON OF 80 RACES OR QUICK GAME OPTION. GIVE THE RIDING INSTRUCTIONS TO YOUR JOCKEY. SEE YOUR SEASONS RESULTS AND FINANCIAL STANDING.

FULL BETTING MARKET, PRE RACE REPORTS,

STEWARDS ENQUIRIES, NEWS.

HORSES, RACES OVER 5F TO 2½ MILES. WATCH THEM RACE AND CHEER HOME YOUR HORSE

COMMODORE £7.95
SPECTRUM £6.95

AVAILABLE BY MAIL ORDER ONLY
SEND CHEQUE/£ 0.10

TANGLEWOOD SOFTWARE
157 WARWICK ROAD
RAYLEIGH
ESSEX S86 8SG
Proprietor: J MOSS



MEGASAVE FANTASTIC SAVINGS

COMMODORE		COMMODORE		AMIGA	
01	1.56	RETURN OF JAC	02	1.56	FOOTBALL DIRECT 1
02	1.56	THE RICK	03	1.56	QUANTICS CONQUEST R
03	1.56	ALON O'NEILL	04	1.56	G. UNRAVELED SHIPS
04	1.56	POISON COMMUNION	05	1.56	G. UNRAVELED SHIPS
05	1.56	BUCKLE UP	06	1.56	QUANTICS CONQUEST R
06	1.56	HORSE A TALE	07	1.56	QUANTICS CONQUEST R
07	1.56	THE RICK	08	1.56	QUANTICS CONQUEST R
08	1.56	ALON O'NEILL	09	1.56	QUANTICS CONQUEST R
09	1.56	POISON COMMUNION	10	1.56	QUANTICS CONQUEST R
10	1.56	BUCKLE UP	11	1.56	QUANTICS CONQUEST R
11	1.56	HORSE A TALE	12	1.56	QUANTICS CONQUEST R
12	1.56	THE RICK	13	1.56	QUANTICS CONQUEST R
13	1.56	ALON O'NEILL	14	1.56	QUANTICS CONQUEST R
14	1.56	POISON COMMUNION	15	1.56	QUANTICS CONQUEST R
15	1.56	BUCKLE UP	16	1.56	QUANTICS CONQUEST R
16	1.56	HORSE A TALE	17	1.56	QUANTICS CONQUEST R
17	1.56	THE RICK	18	1.56	QUANTICS CONQUEST R
18	1.56	ALON O'NEILL	19	1.56	QUANTICS CONQUEST R
19	1.56	POISON COMMUNION	20	1.56	QUANTICS CONQUEST R
20	1.56	BUCKLE UP	21	1.56	QUANTICS CONQUEST R
21	1.56	HORSE A TALE	22	1.56	QUANTICS CONQUEST R
22	1.56	THE RICK	23	1.56	QUANTICS CONQUEST R
23	1.56	ALON O'NEILL	24	1.56	QUANTICS CONQUEST R
24	1.56	POISON COMMUNION	25	1.56	QUANTICS CONQUEST R
25	1.56	BUCKLE UP	26	1.56	QUANTICS CONQUEST R
26	1.56	HORSE A TALE	27	1.56	QUANTICS CONQUEST R
27	1.56	THE RICK	28	1.56	QUANTICS CONQUEST R
28	1.56	ALON O'NEILL	29	1.56	QUANTICS CONQUEST R
29	1.56	POISON COMMUNION	30	1.56	QUANTICS CONQUEST R
30	1.56	BUCKLE UP	31	1.56	QUANTICS CONQUEST R
31	1.56	HORSE A TALE	32	1.56	QUANTICS CONQUEST R
32	1.56	THE RICK	33	1.56	QUANTICS CONQUEST R
33	1.56	ALON O'NEILL	34	1.56	QUANTICS CONQUEST R
34	1.56	POISON COMMUNION	35	1.56	QUANTICS CONQUEST R
35	1.56	BUCKLE UP	36	1.56	QUANTICS CONQUEST R
36	1.56	HORSE A TALE	37	1.56	QUANTICS CONQUEST R
37	1.56	THE RICK	38	1.56	QUANTICS CONQUEST R
38	1.56	ALON O'NEILL	39	1.56	QUANTICS CONQUEST R
39	1.56	POISON COMMUNION	40	1.56	QUANTICS CONQUEST R
40	1.56	BUCKLE UP	41	1.56	QUANTICS CONQUEST R
41	1.56	HORSE A TALE	42	1.56	QUANTICS CONQUEST R
42	1.56	THE RICK	43	1.56	QUANTICS CONQUEST R
43	1.56	ALON O'NEILL	44	1.56	QUANTICS CONQUEST R
44	1.56	POISON COMMUNION	45	1.56	QUANTICS CONQUEST R
45	1.56	BUCKLE UP	46	1.56	QUANTICS CONQUEST R
46	1.56	HORSE A TALE	47	1.56	QUANTICS CONQUEST R
47	1.56	THE RICK	48	1.56	QUANTICS CONQUEST R
48	1.56	ALON O'NEILL	49	1.56	QUANTICS CONQUEST R
49	1.56	POISON COMMUNION	50	1.56	QUANTICS CONQUEST R
50	1.56	BUCKLE UP	51	1.56	QUANTICS CONQUEST R
51	1.56	HORSE A TALE	52	1.56	QUANTICS CONQUEST R
52	1.56	THE RICK	53	1.56	QUANTICS CONQUEST R
53	1.56	ALON O'NEILL	54	1.56	QUANTICS CONQUEST R
54	1.56	POISON COMMUNION	55	1.56	QUANTICS CONQUEST R
55	1.56	BUCKLE UP	56	1.56	QUANTICS CONQUEST R
56	1.56	HORSE A TALE	57	1.56	QUANTICS CONQUEST R
57	1.56	THE RICK	58	1.56	QUANTICS CONQUEST R
58	1.56	ALON O'NEILL	59	1.56	QUANTICS CONQUEST R
59	1.56	POISON COMMUNION	60	1.56	QUANTICS CONQUEST R
60	1.56	BUCKLE UP	61	1.56	QUANTICS CONQUEST R
61	1.56	HORSE A TALE	62	1.56	QUANTICS CONQUEST R
62	1.56	THE RICK	63	1.56	QUANTICS CONQUEST R
63	1.56	ALON O'NEILL	64	1.56	QUANTICS CONQUEST R
64	1.56	POISON COMMUNION	65	1.56	QUANTICS CONQUEST R
65	1.56	BUCKLE UP	66	1.56	QUANTICS CONQUEST R
66	1.56	HORSE A TALE	67	1.56	QUANTICS CONQUEST R
67	1.56	THE RICK	68	1.56	QUANTICS CONQUEST R
68	1.56	ALON O'NEILL	69	1.56	QUANTICS CONQUEST R
69	1.56	POISON COMMUNION	70	1.56	QUANTICS CONQUEST R
70	1.56	BUCKLE UP	71	1.56	QUANTICS CONQUEST R
71	1.56	HORSE A TALE	72	1.56	QUANTICS CONQUEST R
72	1.56	THE RICK	73	1.56	QUANTICS CONQUEST R
73	1.56	ALON O'NEILL	74	1.56	QUANTICS CONQUEST R
74	1.56	POISON COMMUNION	75	1.56	QUANTICS CONQUEST R
75	1.56	BUCKLE UP	76	1.56	QUANTICS CONQUEST R
76	1.56	HORSE A TALE	77	1.56	QUANTICS CONQUEST R
77	1.56	THE RICK	78	1.56	QUANTICS CONQUEST R
78	1.56	ALON O'NEILL	79	1.56	QUANTICS CONQUEST R
79	1.56	POISON COMMUNION	80	1.56	QUANTICS CONQUEST R

Evesham Micros

ONLY £89.95

inc. VAT

**STOP!
STOP!
STOP!**

Why pay more?

We can supply you
this ultra neat,
high quality
Amiga 2nd
drive for
an ultra
low price

FEATURES

- ♦ One year guarantee
- ♦ 880K formatted capacity
- ♦ Very quiet
- ♦ Slimline styling
- ♦ Throughport
- ♦ Fully compatible
- ♦ Suits A500 or A1000
- ♦ Top quality Citizen drive mechanism
- ♦ Long cable for location left or right of computer

All prices VAT/delivery inclusive. Next day delivery £5.00 extra.

How to order

Phone with ACCESS, VISA, Switch, Goven, plus & PLC official orders welcome. Same day despatch when possible. Caters welcome, open 9 days, 9.30-5.30. All orders subject to availability. E.S.O.E. TELE: 0382 84 FAX: 0382 753534

Evesham Micros

63 BRIDGE STREET
EVESHAM
WORCS WR11 4SF
Tel: (0386) 765500

ALSO AT: 1756 PERSHORE RD., COTTERIDGE, GIRMINGHAM, B30 3BH TEL: 021 458 4584

AMIGA

Screen Scene



Magic moments...

wer game be without magic? In this game it plays the role air cover plays in modern warfare. The leaders of your units have a sorcery rating and depending on how close their battle is to a ring of magic standing stones they can do anything from changing the

SORCERER LORD



To begin with, strategic withdrawals are the order of the day

weather to summoning an army of demons. But beware, the enemy can also use magic.

Sorcerer Lord is not a very deep war game, you don't have to worry about troop supply for a start, and really most of your attention can be fixed on where to attack and what race to use (different races are suited to different terrains, and it makes a significant difference getting that right).

This isn't the most challenging war game I've ever seen but it's a nice knockabout, and the well presented, neat graphics, and nice samples add to the enjoyment.

There is, however, one major drawback, *Sorcerer Lord* is only a single player game, and despite the three skill levels it is very limited.

A passable war game though somewhat devoid of any real expansion or scenario change. Buy it if you've got the spare cash, but I think you'll find you're not getting enough for the price.

Mark Patterson

SOUND 45%
GRAPHICS 54%
LASTABILITY 57%
PLAYABILITY 63%

60%

Sorcerer Lord caters for the fantasy side of wargaming — draw elves, dwarves, magic, in fact, the works. There's everything

here you need to run your own hack, maim and pillage campaign from the comfort of your monitor.

You see there's this immortal Shadow Lord guy right? Well he's slightly fed up with his small portion of the world and has planned his very own blitzkrieg on the peaceful nations that make up the rest of the world using specially engineered wolf riders and foot soldiers.

Obviously the attacking side takes the initiative at the start of the game, and in this case it's the shadow forces who win the first innings. They start by mobilising somewhere in the

region of 30,000 foot troops and 60,000 wolf riders, compared with the 5,000 or so combined troops under your command.

As the Shadow forces progress into your bit of the world, more and more units are alerted and come into action, though initially there is very little you can do against the first onslaught other than strategic withdrawals. Later on the Shadow forces start being whittled down bit by bit, by which point you should have amassed a sufficiently large grouping of troops to pull up a decent light.

But where would a fantasy

PSS

Price: £24.95

FOR A LONGER LASTING, SENSORY BLASTING, EARTH SHATTERING EXPERIENCE...

CBM 64/128
£9.99 CASSETTE
£14.99 DISK

SPECTRUM
128 ONLY
CASSETTE £7.99
DISK £12.99

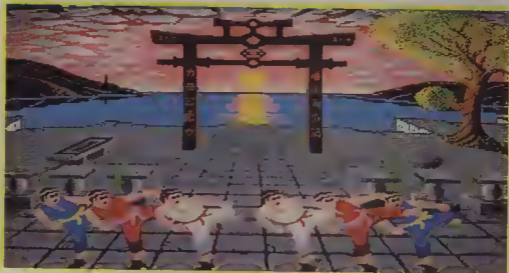


Screen shots from CBM 64/128 and Spectrum versions



...GET YOUR TEETH INTO... "THE MUNCHER" COMPUTER GAME





Lai's all do the Congo *lager louts get funky.*



features really smart little multi-coloured men bounding around the corners of the screen to a funky loon. This does wonders for first impressions.

I'm not going to dwell any longer on comparisons between this and the 64 version, there aren't any. The backdrop is fantastic, though sadly there is only the 'one' (don't bring them into it, Ed). This is compensated by all the different things which happen there. Leaves fall slowly from trees, birds fly across the horizon, fish jump out of the water, periscopes pop up, and even Pac Man puts in a cameo appearance. And with the super 'hidden' key combinations you can alter the backdrop colours, the judge and make all the respective features appear at your command. A visual treat.

Almost as impressive are the foreground warrior apries. All three move with amazing speed, plenty and animation. They perform an array of moves which number well into double figures. High kicks, low kicks, sweeps, and a fantastic double kick whereby the character jumps into the air and kicks a leg out at either side. Lai met tell you if you can claim the two other fighters simultaneously with this it



looks a mite impressive.

When a guy is hit he jumps into the air with a howling cry then lies spread out for a few seconds, stars orbiting around his battered cranium. My fave move though is the punch, quite simply a straightforward gob smack, but, chew, it looks good. Where defence is concerned you can block. Moving the joystick away from an

opponent at the same time he goes to thump you results in an effective block, or you can just backflip out of trouble.

Points are scored for the accuracy of a move, one point for a clean hit, two for a clean cut thwacking. The first one to score six points, or the player with the most points at the end of the thirty second bout wins, whilst the person with the

Words almost fail me (but not quite). This is definitely the hippest, not to mention the best, best 'em up on the Amiga yet.

Even on your first go you can't help but notice that it is the same game as the 64 original but one full rung up the evolutionary ladder. To start with the main title screen

System 3
Price:
£24.95

CODES

Archer has installed several codes, for you to type in whilst you play.

FREZ freezes the game.

PAC causes the little yellow smile to gobble his way across the screen. **Acleed!**

FISH makes a fish leap out of the water, amazingly enough.

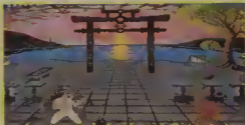
BIRO to see a bird fly across the screen.

PERI causes a periscope to peak out of the water.

Typing in a few rude words results in an interesting message appearing on screen.

Finally, type in the following to see some messages Archer included for his mates.

ANBK	ANGL
EDHK	FOOK
GLZP	GPZP
SHAH	SIMR
STEW	SUNL
TOTO	



Way of the exploding bomb

Drop 'em



The periscope takes in the game



lowest score is disqualified, unless he is computer controlled. As you score more points you go up in bells, shown by the colour of the bell and headband on the fighter.

The sound seems as though it has been directly digitised from a kerala b-movie. It contains loads of over the top screams and groans as kicks fly, along with a few meaty thwacks. An excellent tune plays throughout the game.

IK+ is an immensely playable game. On the later levels though, the action gets incredibly fast and hail the time you can only guess at what the moves are, and to make it worse the computer player(s) start getting really accurate with their blows. They wait up to one of the combatants and completely listen them with a volley of hugely offensive

moves. They also retain a sort of alienating personality, one moment there's a tree for all, the next they're ganging up on you.

IK+ was the best beat 'em up on the 64 and now it's proved to be the same on the Amiga. An essential purchase

GRAPHICS:	89%
SOUND	92%
LASTABILITY	88%
PLAYABILITY	91%

91%

The CRUCIAL COMPILATION



LAST NINJA
REPLACES
CRAZY CARS ON
THE COMMODORE

THE IN CROWD

ocean



KARNOV Experiencing the game-play of this arcade hit first, Ocean takes you into a thrilling down world of force fields, hazardous obstacles and weapons. KarNov's unique system... features a 3D perspective and a unique, yet not too difficult, but also... KarNov's unique system... features a 3D perspective and a unique, yet not too difficult, but also...



BARBARIAN THE SILENT SAGA... The first version of this classic game... features a 3D perspective and a unique, yet not too difficult, but also...



CRAZY CARS You are racing into a world's fastest race... The American Grand Country Prototype 2.0... features a 3D perspective and a unique, yet not too difficult, but also...



PREDATOR You've just added added Predator the Schwarzenegger movie... features a 3D perspective and a unique, yet not too difficult, but also...



KARNOV With KarNov the first... features a 3D perspective and a unique, yet not too difficult, but also...



CRAZY CARS You are racing into a world's fastest race... features a 3D perspective and a unique, yet not too difficult, but also...



TARGET BINEGADE Every move... features a 3D perspective and a unique, yet not too difficult, but also...



PLATOON I just... features a 3D perspective and a unique, yet not too difficult, but also...

SPECTRUM
AMSTRAD
COMMODORE

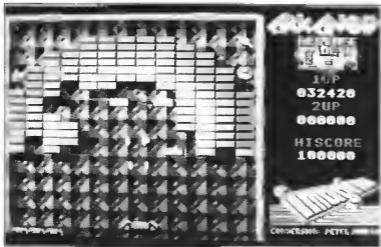
ocean

CASSETTE
£14.95

Ocean Software Limited, 5 Central Street, Manchester, M2 6ND, Tel: 061 224 2222, Fax: 061 224 2223

AMIGA

Screen Scene



The Revenge of Kelly

ARKANOID REVENGE OF DOH

They say that alcoholism causes in excess of one million lost working days a year in Great Britain. Exact figures aren't yet available, but it's generally thought that at least that amount of time is lost annually due to the CU staff's obsession with *Arkanoid*. The Ed has been frequently known to hide the disk in Tony Dillon's naff HM record-idden backpack to keep it out of the hands of crazed employees over lunch hour (and beyond — Ed).

So when Imagine's sequel, *Revenge of Doh*, finally drags

gled through the Christmas post and landed on our desks, the tripwires ceased their (less than — Ed) incessant chatter.

The high priest of the Mean Machine (M Patterson, for it is he) took the sacred object in his lace-blessed mitts, and musing the appropriate runic mystemes, booted it and we all took in our first glance. Not so

good, to our horror.

It is not that programmer Peter Johnson hasn't added and enhanced the original he has, quite a bit. For the uninitiated, despite a hokey spaceage intro screen, *Arkanoid* was simply a very elaborate update on the age-old *Breakout* concept, basically knocking out rows of bricks using — ball and ball. Of course, there

were lazer balls, multi-balls, sticky-bats, elongated bats, extra life icons and bonuses to pick up too.

Revenge of Doh added shrinking bats (a bummer), self generating multi-balls, super hard multi-balls, double-bats, the amazing mega-lazer which cuts through every brick it touches like a knife through hot butter (except the moving bats, that is) plus a whole new array of brick arrangements and added interfering nasties.

But unfortunately, the gameplay, sprite detection and graphics let this down — badly.

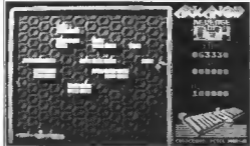
For a start, where the Discovery conversion was simple, colourful and razor-sharp, colourwise, *RoD* manages to be simple, colourful and sensuously fuzzy. The ball vibrates in the air! Secondly, sprite detection is poor and in a game where precision is essential, bad sprite detection is frankly disastrous. And the combination of these two faults renders the gameplay unpredictable, and therefore naff.

All of which is not to say I (I haven't spent quite a while on this game — I have. The original concept is so brilliantly simple, and so simply brilliant, that, warts and all, *Revenge of Doh* couldn't ever be a total turkey.

But for all those who love *Arkanoid*, and for all those who've yet to experience it, *RoD* is a sad letdown.

Nick Kelly

Imagine
Price: £24.95



Brick bustin' with the steel ball

SOUND	58%
GRAPHICS	67%
LASTABILITY	64%
PLAYABILITY	70%

68%

AMIGA

Screen Scene



SPITTING IMAGE

Spitting Image would have been an excellent licence on its first run. But when Domark originally tried to produce a game linked to it, Spitting Images, they didn't stop to buy the licence and had to change the name to Spit Personalities.

The Completely Brilliant Spitting Image Computer Game, to give it its full title, is a beat-em-up. Nothing more, nothing less. The idea is to take over the world. To do this, you must first pick a world

leader and then find an adversary. These range from Groovy Gorby, to Ronald MacReagan, to His Coolness the Pope, to Mr and Mrs Ayalollah. Even the Queen herself makes an appearance as a commentator.

Each of the characters is represented as a photograph along the sides of the screen, around a map of the globe. By moving a pointer around the screen, you can make different things happen. When you move the pointer over one of the faces, you activate a joke. The Ayalollah raises a glove puppet of Sooty and squirts himself in the face with it. Thatcher's wig flies off. His Coolness smiles and his shades twinkle. As you move the pointer over the map, a message at the top of the screen tells you which country you are over which is generally faithful to the map in the Spitting Image book. Most of Europe is called Britain, the rest being Pinkoland, whilst

Mexico is now known as Sانسodallimoney. Har har.

When you've selected your host and your adversary, you go into a one-on-one battle in true beat-em-up style. This is where the game falls flat. The graphics are great and it is fun for a short while, but it is very restricted. The problem is, you only have three basic attacking moves, normal, high and low punch and a kick.

stunt at this point, Ronald MacReagan pulls out a tomato Ketchup dispenser and squirts it. P.W. Botha drops his trousers and, well, does what he normally does really. (Oh, little bit of politics there, this is a computer mag so stamp it out now!).

The second dirty move is the calling of the sidekick. By pressing space or 'O' on the keyboard you call on a little henchman to do the dirty work for you. The Ayalollah calls on a cannon, which fires a ball at you, Ronald calls on a flying hamburger which savages the neck of your adversary.

Sadly the restriction of moves is the game's only poor point. It may not be brimming with originality, but it is very well converted. Domark have quite successfully managed to capture the feel of the TV programme, fun, well put together, but short lived.

Tony Dillon



On top of your three moves, you've got your dirty moves. The first is achieved by pushing the opposite direction and pressing fire. Each of the characters pulls a different

SOUND 74%
GRAPHICS 84%
LASTABILITY 48%
PLAYABILITY 61%

63%

Domark
Price: £19.95

QUESTION OF SPORT

64

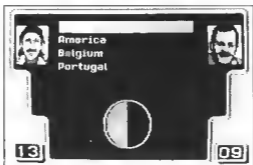
Screen Scene



Er, number seven please David

Quite extraordinary! Elite seems to have been keeping a low profile since *Live and Let Buggy Boy*, then all of a sudden you hear adverts for this on independent radio, and they've slapped an extra liver on the price to pay for them! Quite extraordinary!!

Fans of the TV programme and I count myself among



The quick fire round

them, will need no introduction to the format of this sports quiz game. For those of you terminally bored by sport, be it showjumping or football, why are you reading this review?

The conversion of the game to the home computer has obviously involved some cor-

ner cutting. Quite a great deal actually. Whilst the 16 bit version has digitised pictures, the 64 simply has representations of team members. The picture board has been replaced by numbers which reveal a particular topic like motor racing, football, tennis

etc. The David Coleman picture then asks a question about that subject. The questions scroll across the screen and you're given a time limit.

The next round is the *Mystery Personality*. No you don't get a fragment of earlobe or a broken nose to identify, instead you're given clues as to someone's identity. You get three chances to guess correctly.

Home or Away follows next, in which you can either answer questions on your favourite subjects or take a flyer on knowing the name of Boivin's 1927 Palatine champ.

What Happened Next clearly caused a few more problems, so you are given descriptions of an event and you have to say from four options what you think occurred.

Round five is the *Quick Fire* and you're pitted against your opponent or the computer to give the answer. After that it's back to the picture board for a nail biting finish.

It all takes place in about as much time as it takes to read this, so there's no time wasted playing it. As the translation of a licence it's about the best you could expect. There's five banks of questions, which I don't think is enough, but they're easily read and understood and clearly well-researched. That said, the time might be right for trivia games, but the board version is better, and you can still play along to the real thing at home.

Mike Coleman bills

GRAPHICS 52%
SOUND: N/A
LASTABILITY 73%
PLAYABILITY 64%

61%

Elite
Price:
£14.99 cass
£19.99 disk

**SUPER
SPECIAL
OFFERS**

FROM

MEGALAND

**MAGNIFICENT
MONEY SAVERS!!**

0703 330544

or

0703 332225

**1581 CBM
DISK DRIVE
£115
inc VAT**

**COMMODORE PC1
HIGH RES MONOCROME
MONITOR
ABLE ONE SOFTWARE
• WUPP PRICER/SSR
• SPELTH/SEI
• DATABASE
£325 inc VAT**

**MEGALAND MEGA,
MEGA PACK**

AMIGA 5500, PHOTON PAINT,
CARRIER COMMAND, KARATE KID II,
GOLDRUNNER, G.B. AIR RALLY,
LEADERBOARD, DEMOLITION,
JOYSTICK, P.D. DISKS,
WIZBALL, PLATON,
AEGIS SONIX, T.V.
MODULATOR, SKYFIGHTER,
GRIDSTART
£449 inc. VAT

**STAR LC10
COLOUR PRINTER
£249
inc VAT**

**MEGALAND
MEGA PACK 1 - AMIGA 5500**
PHOTON PAINT, FREE KARATE KID II,
GOLDRUNNER, FREE G.B. AIR RALLY,
LEADERBOARD, FREE
JOYSTICK, FREE P.D. DISKS, FREE
WIZBALL, FREE PLATON, AEGIS
SONIX, T.V. MODULATOR
£389 inc VAT

**MEGALAND MEGA
PACK 2
AMIGA 5500**
FREE CARRIER COMMAND, FREE
PHOTON PAINT, FREE KARATE KID II,
FREE GOLDRUNNER, FREE G.B. AIR
RALLY, FREE LEADERBOARD, FREE
JOYSTICK, FREE P.D. DISKS, FREE
WIZBALL, FREE PLATON, AEGIS
SONIX, T.V. MODULATOR
£425 inc VAT

**AMIGA 52000
£339 - VAT**
2000 CONTROLLER AND 2008
HARD DISK £499 - VAT
XT BRIDGEBOARD £299 - VAT
8,000 INTERNAL 3 1/2" DRIVE
£75 - VAT

**MORE
GREAT
OFFERS**

ITEM	PRICE	ITEM	PRICE
1581 CBM DISK DRIVE	£115	STAR LC10 COLOUR PRINTER	£249
COMMODORE PC1 MONITOR	£129	MEGALAND MEGA PACK 1	£389
ABLE ONE SOFTWARE	£325	MEGALAND MEGA PACK 2	£425
WUPP PRICER/SSR		AMIGA 52000	£339
SPELTH/SEI		2000 CONTROLLER AND 2008 HARD DISK	£499
DATABASE		XT BRIDGEBOARD	£299
		8,000 INTERNAL 3 1/2" DRIVE	£75

ITEM	PRICE	ITEM	PRICE
1581 CBM DISK DRIVE	£115	STAR LC10 COLOUR PRINTER	£249
COMMODORE PC1 MONITOR	£129	MEGALAND MEGA PACK 1	£389
ABLE ONE SOFTWARE	£325	MEGALAND MEGA PACK 2	£425
WUPP PRICER/SSR		AMIGA 52000	£339
SPELTH/SEI		2000 CONTROLLER AND 2008 HARD DISK	£499
DATABASE		XT BRIDGEBOARD	£299
		8,000 INTERNAL 3 1/2" DRIVE	£75

ITEM	PRICE	ITEM	PRICE
1581 CBM DISK DRIVE	£115	STAR LC10 COLOUR PRINTER	£249
COMMODORE PC1 MONITOR	£129	MEGALAND MEGA PACK 1	£389
ABLE ONE SOFTWARE	£325	MEGALAND MEGA PACK 2	£425
WUPP PRICER/SSR		AMIGA 52000	£339
SPELTH/SEI		2000 CONTROLLER AND 2008 HARD DISK	£499
DATABASE		XT BRIDGEBOARD	£299
		8,000 INTERNAL 3 1/2" DRIVE	£75

ITEM	PRICE	ITEM	PRICE
1581 CBM DISK DRIVE	£115	STAR LC10 COLOUR PRINTER	£249
COMMODORE PC1 MONITOR	£129	MEGALAND MEGA PACK 1	£389
ABLE ONE SOFTWARE	£325	MEGALAND MEGA PACK 2	£425
WUPP PRICER/SSR		AMIGA 52000	£339
SPELTH/SEI		2000 CONTROLLER AND 2008 HARD DISK	£499
DATABASE		XT BRIDGEBOARD	£299
		8,000 INTERNAL 3 1/2" DRIVE	£75

**DELIVERY
ORDERING
TO ORDER**

0703 330544



MEGALAND, DEPT C.U. 16A CITY COMMERCE CENTRE,
MARSH LANE, SOUTHAMPTON

BY VISITORS PLEASE. UNTIL CASH AND CARRY OPENING

FREE PRIZE DRAW ON MEGALAND MEGA PACKS

1ST PRIZE
TIME SHARE HOLIDAY APARTMENT — 2 WEEKS OF THE YEAR —
COSTA DEL SOL
2ND PRIZE
3 x AMIGA 2ND DISK DRIVES
3RD PRIZE
20 x COMMODORE WATCHES

OPEN NOW
RETAIL CASH AND CARRY
42-44 MILLBROOK ROAD EAST
SOUTHAMPTON
0703 332225

A fair while has passed since the appearance of this bastion of arcade games in places of amusement around Britain. In fact it's been a while since the conversion was first announced. The B4 version was cancelled, but the Amiga game has throttled it's way into the office, and its well worth the wait. *Super Hang On* oozes with skilled and patient programming, and it proves racing games can and will work on the Amiga.

The first I saw of any home computer version of *SHO* was on the ST and I was very impressed then, and although it's very similar on the Amiga it has the advantage of being slightly faster and more playable. That's why you bought the machine, right?

The graphics cannot be called arcade quality when put next to the coin op itself, but they are damn good in their own right. The scrolling is virtually flawless, the hills and general motion of the road come across very well, and you can see what's coming over the hill towards you without having to gas into a panic. The speed and smoothness at which the static objects at the side of the road update is very nifty and definitely qualifies as the best in the field.

I must mention the low grade engine noises that are generated by the bike. They are a pathetic mix of hums and groans only compensated for by the great background tracks.

The computer renders are pretty natty, not only good looking chaps but well controlled and not prone to doing irrational things. In fact they



They're off.

SUPER



Banking near Beijing



Activision
Price: £24.95

AMIGA

Screen Scene



Nearing New York.

bank very realistically. The bike's not difficult to control either, left, right and fire are all that's needed. I actually found it easier to play with the mouse as opposed to joystick and keyboard, the only problem being that I kept running

HANG ON



Scraping past the checkpoint.

out of room when it came to a difficult turn. But I guess that's just me (undoubtedly — Ed)

The whole game itself is very well executed, right from the start the options include a control sensitivity setting which proves very useful. Next is the most important option, what piece of music to listen to, (the right music is essential to get a good lap time) and then comes the choice of which continent to race in, some of which are harder than others.

SHO is one of the best arcade conversions on any machine to date and certainly one of the best racing games. It has all the essential bits to make a quality game, graphics, gameplay, and ease of use. So drop *Out Run* if you really want to set a trend this is definitely the simulation to get.

Mark Patterson

WIN A NEW AMIGA 500

There's a life accessory Mike's very attached to his leather jacket, but those kindly folk at Menzies have said they'll give a lucky GB reader a brand new one and ten runners-up a copy of the Amiga bike sim.

To win we want you to answer a simple question:

Most high street leather jackets are made from

a) cow hide
b) sheep skin
c) mouse hide

Think carefully then jot your answer on a postcard and send it to: Ladies' Comp & History Count, 35-37, Finsbury Road, London EC2A 3AU. One for get to tell us which machine you own in case you get a runners-up prize.

SOUND	74%
GRAPHICS	90%
LASTABILITY	89%
PLAYABILITY	86%

89%

A
VERY
MERRY
CHRISTMAS
FROM

CU

AMIGA-64



BETTER DEAD THAN ALIEN

It's been a while since I played a game as bad as this. I think the last one was *Lee Enfield in the Tournament Of Death*. This is worse.

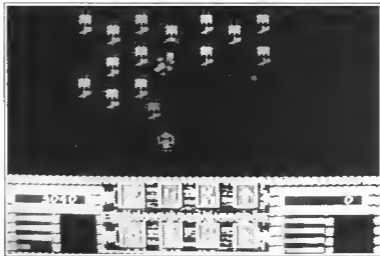
For those of you lucky enough to miss the Amiga version, I'd better fill you in (and then I'll tell you about the game har har). Travel through the battle zone and be prepared to wipe out alien after alien as they persist in their relentless attack on the Earth. Or, put more simply, play *Space Invaders*.

No, that's a complete lie. It's not *Space Invaders*. It's a terrible abomination of it. Face groups of up to 24 passive aliens and move left and right (and up and down as well) lining all the time to knock them out.

Occasionally one will break from the pack and dive towards you. Move out of the way and he falls helplessly past, only to reappear at the top of the playing area, still falling towards you.

One will flash sooner or later, and if you shoot this one out, it will drop a capsule, which will give you a special power. This can be anything from a shield three-way fire, super-fire or the ability to freeze the aliens. Ho hum.

It was more likely that the 64 version was going to be worse than the Amiga version, but I never thought it would be this bad. Let's take it point by point. Graphics are consider-



A pile of s... pace invaders

This is nothing to laugh about matey!

ably inferior obviously. The finely detailed though badly animated sprites from the 16 bit versions have changed into small blocky colourless lumps that corrupt and then reform whenever they move down. The sound has transformed into poor spot effects, and the

playability has disappeared.

The 64 playing area is only half the screen size, and when you've got over 20 sprite-sized objects moving about, that doesn't leave you a lot of room. The collision detection is a little too generous. Nevertheless the game is ridiculous-

ly easy. Give this a swerve at all costs.

Tony Dillon

SOUND	41%
GRAPHICS	29%
LASTABILITY	34%
PLAYABILITY	35%

23%

Electra

Price:

£9.95 cass

£14.95 disk

Evesham Micros

All prices include VAT/delivery



star LC-10
Best-selling CBM
ready printer

Now the established market leader in the price category, the LC-10 incorporates many advanced features for such a low price. LC facilities, not normally available in this price range, include 4 ALG fonts (with 96 combinations) and paper parking (use single sheets without removing tractor paper). Good value 7-colour version also available, which will also accept standard LC10 black ribbon. LC10 available either in '64/128 ready form or as parallel version for Amiga users. Please state your computer type when ordering.

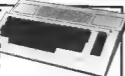
Only £219.00

Colour version also available,

Only £269.00

Prices include two extra black ribbons free of charge

GET
THE
SLIMLINE



'64
Only
£19.95

Your '64 could look like this! Why put up with an old fashioned looking computer? Fit this smart and modern looking new case to your '64 - it will look and feel like you are using a brand new computer. This high quality injection moulded case is simple to fit and gives a lovely keyboard layout. Reject the old image and order one now.

FREEZE MACHINE for speed, power and ease of use

- ☐ Unstoppable Freeze
- ☐ Fast save routines
- ☐ Ultra-efficient file compactor
- ☐ Laser and Turbo fastloads
- ☐ Integral reset button
- ☐ Tape turbo facilities
- ☐ 12 second disk format
- ☐ Selective file copies
- ☐ Selectload
- ☐ many more useful features!

Only £28.95

For speed, power and ease of use it has to be Freeze Machine, probably the most effective backup cartridge on the market incorporating two types of fast load routines you can SAVE and RELOAD your favourite games in as little as 10 seconds and no more than 16 (numerous invaluable facilities available, including a built-in reset button. Usable Disc V3 is also available to complement usage of the cartridge. It allows complete transfer to disk of many tape-based programs and load extra parts, eg. Gunship, Last Ninja, World Games Supercycle. A very useful ad-on utility disc only..... £7.95



Selected Products

- DOUBLER '64** Makes perfect tape backups every time. Consists of hardware and software. Features access to two data recorders. Very easy to use, only..... **£12.95**
- ICONROLLER**..... Natty little keyboard mounted cursor controller ideal for icon-driven applications like GEOS..... **£11.95**
- DATA RECORDER**..... CBM compatible, same as C2N1531 but cheaper and includes pause control built-in..... **£24.95**

Disks & Boxes

- 25 bulk packed 5.25" DSDD disks with sleeves, with printed labels and labels (Good quality and fully guaranteed, only 25 disks + box, Disks as above plus 50 capacity lockable storage box, only..... **£22.95**
- 25 disks + 100 box. As previous offer but with 100 capacity locking box..... **£24.95**
- 50 capacity box. Lockable storage unit for 5.25" disks with smoked perspex top..... **£10.95**
- 100 capacity box. Large variety..... **£13.95**

- DOLPHIN DOS**..... Parallel operating system for use with 64/128 and 1541 disk drive. Fantastic speed increase on LOAD and SAVE whilst maintaining CBM disk format. Many extra DOS & BASIC commands, includes built-in monitor and Centronics printer driver..... **£69.95**
- DISC DISSECTOR V5.0**..... Disk backup/utility package, very powerful..... **£19.95**
- 1541 PHYSICAL EXAM**..... Consists of digital alignment disk and drive fault diagnosis software to check and correct 1541 head alignment. Includes quiet drive stops..... **£39.95**
- 1541 QUIET DRIVE STOPS**..... Silences 'knocking' noise with 1541 drives..... **£4.95**
- AZIMATE 3000 KIT**..... Kit to check and adjust data recorder head alignment..... **£6.95**

How to order from Evesham Micros

- Phone us with your ACCESS or VISA card details on: **0386-765500**

All prices include VAT and delivery. Next day delivery £5.00 extra.

Send cheque, Postal Order or ACCESS/VISA card details

Govt, educ. & PLC orders welcome. Same day dispatch wherever possible. All goods subject to availability, E.O.E. Open to orders 6 days, 9.30-5.30. Also at: 1762 Pershore Rd., Cottesbridge, Birmingham B36 3BA Tel. 011 458 4541

Evesham Micros Ltd
83 BRIDGE STREET
EVESHAM
WORCS WR11 4SF
0386-765500
fax 0386-765354
telex 333294A

OCEANIC OC-118

Previously sold as 'Accelerator Plus'



A superb package representing extremely good value for money, combining the Oceanic OC-118 disk drive (previously sold as Accelerator Plus) and the sophisticated GEOS system. Said by COMPUTE's Gazette to have 'dramatic improvements over the 1541 in quality and reliability', the drive is a stylish and attractive compact unit featuring a direct drive motor and its own external power supply. GEOS brings the power of a graphic interface and integrated disk turbo to you. '64 and includes geoPAINT, a graphic workshop, geoWRITE, a WYSIWIG word processor and many Desk Accessories. Many more extensions available - see below.

Oceanic OC-118 & GEOS £129.95

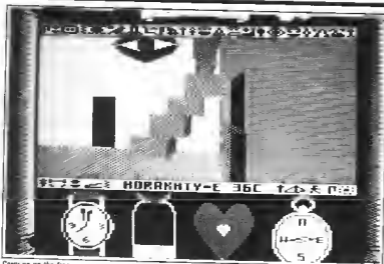
Oceanic OC-118 & GEOS plus Freeze Machine £149.95

GEOS Applications

GEOS 64	£24.95	GEOPUBLISH	£32.95
GEOSFILE	£24.95	GEOPROGRAMMER	£32.95
GEOCALC	£24.95	GEOS 128	£32.95
GEOSPACK 64/128	£21.95	GEOWRITE	£32.95
GEOWRITE WORKSHOP	£24.95	WORKSHOP 128	£32.95
FONTPACK 64/128	£16.95	GEOCALC 128	£32.95
GEOSPELL	£18.95	GEOSFILE 128	£32.95

64

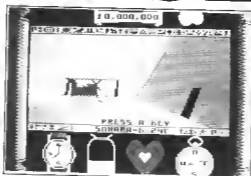
Screen Scene



Carry on up the freescape

TOTAL ECLIPSE

Incentive return once more with the latest improved Freescape game, featuring added slow motion GASP at the high paced pulse racing action as the screen takes a mere half second to update! LISTEN to the impressive mono-aural phulling noise as you fire your



Welcome to Incentive Airways

revolver at the offending symbols of Ankh

This time we've come down to earth, and back in time for a clash between a mouldy

Egyptian God and a lone human being. Two hours from now there will be a total eclipse, inggering the curse of the sun God Ra. In a lit of

pique he's going to smite the moon and cause a shower of meteorites to pound the Earth thus upsetting the ecological balance and plunging us into an age of darkness.

The game begins as you park your bi-plane outside the great pyramid. Armed only with a revolver and a bottle of suntan lotion you have to negotiate traps, licks, mummies, swords and Cairo lummy. From here on in you're on your own. You have to suss out exactly what does what. For example right at the start there is an open door with a rectangle next to it (quite common in pyramids you know). Shoot the rectangle and the door closes, a novel idea but completely pointless, which is basically a rough guide to the gameplay. If you can't shoot it, collect it, if you can't collect it, shoot it. At the base of the play screen short messages flash up from time to time informing you on the state of play.

Total Eclipse is literally a huge game with a lot to do and keep you occupied. What really ruins it is the appalling speed, caused by the graphics and their angular positions being so complex. It demonstrates perfectly the way that the 64 can't really handle the manipulation of vector graphics — filled or otherwise.

All I can say is if you liked any of the other Freescape games (and there are some who do) you'll break over this otherwise I don't think many people will find a lasting appeal with this one.

Mark Patterson

Incentive

Price:

£9.95/cass

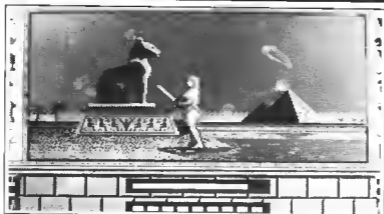
£12.95/disk

GRAPHICS 56%
SOUND 74%
PLAYABILITY 41%
LASTABILITY 48%

52%

AMIGA

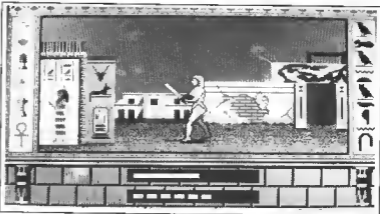
Screen Scene



And now the East German attempts 24 metres

This is a budget game and budget games have a preordained right to have an element of lackness, right? Wrong. Since the dawn of time it seems that only one out of every fifteen new budget titles were good and it looks like slaying that way on the Amiga. I don't think I've seen more than ten titles that could be counted as cheap on any 16 bit machine, and the only one I really had any time for was *Sidewinder*, and as hard as it may be to say *Mafdet* is definitely not one of those elite bunch of hot cheapos.

Set in Egypt (is this déjà vu



MAFDET

or have I written this before?) you play the part of the cat goddess Mafdet who is trying

to recover the Book of the Dead which has been stolen by the evil god Seth (what next, the Great Herman?) and unless it is recovered no Egyptian will be able to enter the afterlife.

Being a god Mafdet can transform into a cat as well as her normal human form (a woman the size of a Russian sholpuller). In cat mode Mafdet can run, jump and pick up objects - not too much use against the minions of Seth but at least they don't notice

you. As a woman you can swing a fairly brutal sword.

The general playing area is large, and I found myself noticing a new exit from the screens just as I thought I was stuck. Some exits are too low to allow the woman to pass through until you run into them with the cat. Other times a hole in the floor is the best way through.

The graphics are really large though the anima-

tion and definition fail to make any lasting impact. As well as not being exactly too pretty to look at the main character is also impossible to control accurately.

Mafdet is depressing to play, it's not that cheap and it most definitely isn't cheerful.

Mark Patterson

Software Horizons
Price: £14.95

Sound 42%
Graphics 37%
Stability 28%
Playability 31%

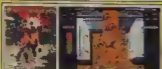
33%

FREE! TENSTAR PACK
WORTH OVER £229



£346.95 + VAT
£399
INCLUDES
FREE UK
DELIVERY

The Amps 50 is one of a new breed of technologically advanced computers which are now arising as the new standard for home computing, based around the new Motorola 68000 chip. The Amps has 512K RAM and a 1Mbyte double density floppy disk drive. It can be connected directly to a wide range of monitors or to a domestic television set. The modular design allows the user to link the Amps 50 to a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amps from Silica Shop the price includes a free Amps 50 software package. For more information, call Silica Shop on 0181 833 8333. Silica Shop is a specialist support service that can help you choose the right Amps for your business, and help you with the purchase. Referring to the advertisement below to our current information pack, which will give details of the Silica service and the very latest Silica Amps offers. rca



WHY SILICA SHOP?

About 100,000 jobs exist in the U.S. in the computer industry. There are
 40,000 jobs in software development, 10,000 in computer hardware, 10,000 in
 computer systems, 10,000 in computer services, 10,000 in computer
 education, 10,000 in computer research, 10,000 in computer
 engineering, 10,000 in computer science, 10,000 in computer
 mathematics, 10,000 in computer physics, 10,000 in computer
 chemistry, 10,000 in computer biology, 10,000 in computer
 medicine, 10,000 in computer law, 10,000 in computer
 business, 10,000 in computer art, 10,000 in computer
 music, 10,000 in computer sports, 10,000 in computer
 entertainment, 10,000 in computer
 education, 10,000 in computer
 research, 10,000 in computer
 engineering, 10,000 in computer
 science, 10,000 in computer
 mathematics, 10,000 in computer
 physics, 10,000 in computer
 chemistry, 10,000 in computer
 biology, 10,000 in computer
 medicine, 10,000 in computer
 law, 10,000 in computer
 business, 10,000 in computer
 art, 10,000 in computer
 music, 10,000 in computer
 sports, 10,000 in computer
 entertainment, 10,000 in computer

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.95
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE	£399.00

FREE FROM SILICA

FREE FROM SILENA
When you buy the Amiga 500 from Silena Shop, you'll not only get a high-power value for money computer, we will send you some spectacular gifts too. First of all, we now include a TV modulator with every Amiga 500 offered as a giveaway. So you'll be able to watch your Amiga on TV. Second, we'll send you a modulator for free included with the Amiga 500-1014K. A modulator is not required for the Amiga 500-1014K. A modulator is required for use in Hong Kong. Secondly, we have a double copy of Whodun? and an extended graphic package with an RRP of £59.95. Last but not least, we'll send you a copy of our amazing thought-maps. We are giving away the SUNSHINE TENSILE GRAPHIC PACK with every Amiga purchased at Silena Shop. This pack includes a 100-page book of 100 computer Amiga art masterpieces. All this for the price of a computer Amiga of under £200. What's more, you'll not have

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Scene Shop are dedicated in helping you to get the best from your Amiga.

AFTER SALES SUPPORT: The staff at Scene Shop are dedicated in helping you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as

FREE OVERNIGHT DELIVERY. On orders over \$50.

FREE OVERNIGHT DELIVERY: On all full-price orders shipped to Sainsbury Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitor's offers on a same product/same price basis.

FREE TECHNICAL HELPLINE. Full time team of Amyga

But don't just take our word for it. Come on out and see the

coupon device for our latest Arrage literature and begin to experience the Evoke Effect yourself. www.evoke.com

...and the Office of Special Agents

DO YOU OWN AN RV?

DO YOU OWN AN AIRCRAFT?
If you already own a Cessna aircraft and would like to be rewarded with

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE	£649.00

FREE TENSTAR PACK[illegible]

DO YOU OWN AN AMIGA?

USE OF CHARGES If it is determined that a Company has violated the provisions of our Spill Prevention and Control Plan, the following actions will be taken:

SILICA SHOP:

LONDON 01-309 1111
1-4 The Mews Hatherley Road Salscup Kent DA14 4PX
OPEN MON-SAT 9am-5.30pm LATE NIGHT FRIDAY 11am-7pm

LONDON 01-580 4000
24 Toffinham Court Road London W5 2GB
OPEN MON-SAT 9.30am-6.30pm LATE NIGHT MON

LONDON 01-629 1234 ext 3914
56 Bridge 11st Road Oxford Street London W1A 6B
OPEN M-F 9.30am-6.00pm LATE NIGHT THURSDAY 11am-7pm

To: Sine Shop Ltd, 1-4 The Mews, Hatherley Road, Salford, Kent DA14 4DX
PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms	Initials	Surname
-----------	----------	---------

Address _____

Do you already own a computer?
If not, which one do you own?

Polycocci



Sunset over Mars.

ELIMINATOR



Pick up the diamond for a weapon

The same warped mind that had you tearing your hair out over *Nebulus* has now decided to put your trigger-finger to the test. Programmed by Linel in

Switzerland, John Phillips' *Eliminator* puts you firmly in the driving seat (bucket, crushed velvet) of the eponymous craft — a small heavily armoured hover-vehicle which zooms at constant speed over alien pathways. Each route twists and winds its way through space, over planets and underground — many are set against some very colourful backdrops (lots of colours on-screen à la *Nebulus*).

Speeding from one end of the track to the other would be far too easy, so some alien presence has decided to make life a bit more interesting. The route is punctuated by lamps and barriers which are very solid and must be

Hewson
Price: £19.99



AMIGA

Screen Scene



Avoid the indestructibles

avoided lest you end up with a much shorter *Eliminator*. There are also flashing beacons which can be blasted out of the way (these too are pretty solid when in an unblasted state), and leier on there are ships of liquid along the track into which the *Eliminator* slowly sinks.

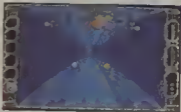
Later on, the courses become even more unhandily: ramps frequently appear and either launch you over an impassable wall (missing the ramp is obviously a total mistake), or catapult the *Eliminator* onto the ceiling where the journey continues upside-down until another ramp appears or you get creamed.

In order that you may defend yourself more effectively, the standard single-fire cannon can be supplemented by a variety of more powerful armaments, including dual-fire, side-fire, double-fire and triple-fire cannons, plus bouncing bombs. Running into the



naïf single-fire cannon, on the later levels, this doesn't offer much protection.

All in all, *Eliminator* is a pretty good game. The movement of the tracks is really smart: the hills, dips and curves are far smoother and more convincing than any ol'



ELIMINATOR



small blue pyramids that are dotted along the route. In the next system, and once several systems are active, the required one can be selected by pushing up or pulling back on the joystick. Their use is normally dictated by the situation: side-firing cannons are pretty useless against a destructible wall directly in front of you.

As progress through the levels is made, codewords are given every other level so that the later courses can be attempted without having to plod through the all-too-familiar early ones — which is good, but it starts you off with

the road-racing games which have appeared of late, and the update of the sprites is also very smooth and realistic. The gameplay is simple, but don't let that put you off: there's plenty there to keep you occupied and the levels are well graded so that progress is steadily won. It'll keep you going for just one more go — for several more goes!

The 14 levels should take some beating, and although it might not keep you blasting for weeks on end, the immediate action on offer is entertaining and well worth a look.

Steve Jarratt

SOUND 57%
GRAPHICS 91%
LASTABILITY 72%
PLAYABILITY 89%

84%

THE No.1 Thunder Blade™



**THE PEPSI CHALLENGE
GAME OF THE YEAR!**



Head on to your doom, outmanoeuvre your boss for the few seconds of safe time to reach the safety of the mist shrouded Thunder Blade. You'll find your way out of the most dangerous game.

Activate the war-time strategy of the Thunder Blade as you manoeuvre your skills for the battle ahead. Plunge into it and let us fight alongside with a super, heavily armed gunner. Run on to a dead-end in the rocky cavern and there's nothing, where you're being superior. You'll find the body to the door, tower and finally outmanoeuvre your way through the limited area.

Plunging forward you'll gather your special flying enemy gunner, a powerful tank, jet fighter - meeting head-on and your mission through the perilous and treacherous to reach the final objective - the entrance ATAC (the battle tower), the other enemy cavern. Hence, find it will be your mission.

Golden Game - winner of the annual flying machine award in all the class.

SEGA 

Screen shot with video system

CBM 64/128 £9.99t, £14.99d, SPECTRUM 48/128K £8.99t, +3 £12.99d, ATARIST £19.99d,
AMSTRAD CPC £9.99t, £14.99d, AMIGA £24.99d, IBM PC & COMPATIBLES £24.99d

We quote the best available prices from the following: Amiga, Spectrum, Atari, IBM PC & COMPATIBLES, Commodore 64/128, Sega, and THUNDER BLADE™ and SEGA™ are trademarks of Sega Enterprises Ltd.
U.S. Gold Ltd., Units 2/3 Duffield Way, Holford, Birmingham B6 1AX, Tel: 081 586 3388

Screen Scene



Return of the Jedi was the third of the Star Wars Trilogy and is also the third in a successful series of Atari coin-ops. Once again it takes its action very much from the film.

It consists of three Zaxxon-like screens, each portraying a bit of the attack on the Death Star. The first has Leia riding a speeder bike through the forest of Endor, home of the cuddly Ewoks. Along the way she encounters lots of different obstacles. The most dangerous are the scouts. These also ride speeders, and attempt to get behind Leia and shoot her. Trees are also a hazard. Careful manoeuvring is needed to ensure you don't fly into one of these. Along the way the Ewoks will try to help you by laying traps. These normally consist of two Ewoks holding a piece of rope. When two bikes fly through, they

spring the trap on the second bike, so you have to try and get there first. Once you've managed to get through that bit, it's down to Chewie.

As Chewbacca, you have to drive an AT-ST (All Terrain Scout Transport) to the shield control bunker on Endor. The cute but thick Ewoks, thinking

you are the enemy, roll logs down to stop you. Enemy AT-STs, being marginally more intelligent, know you are an enemy, and fire at you. Make it to the bunker, and Han will jump out and blow the door, effectively destroying the shield around the semi-complete Death Star, allowing

Lando to get in there and blow the reactor.

Lando has to steer the Millennium Falcon through the maze of pipes and walls on his way to the reactor. Once he's there, he has to shoot it making the Death Star explode.

As conversions go, *Return of the Jedi* is pretty close. The graphics and feel are reminiscent of the original, but it's still not much of a game.

The controls are pretty sloppy, and the living rate is painfully slow. The main problem with the playability is that you can move too far forward and not far enough back. It's all too easy to hit a tree that hasn't appeared on screen yet.

The first two games fared averagely on the 64 because they were vector graphics only, and the 64 isn't very well equipped insofar as vectors are concerned. This one will far because it isn't much fun.

Tony Dillon

RETURN OF THE JEDI

A wooden release



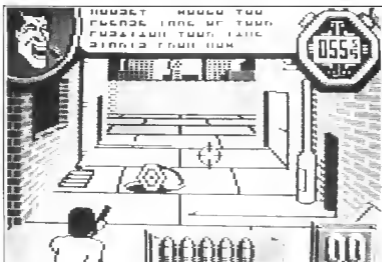
Domark
Price:
£9.95 cass
£12.95 disk

AMIGA	
The Amiga version is, not surprisingly, the best of the bunch featuring enhanced graphics, sound and gameplay. It features all the clarity of graphics of the coin op and carries lots of samples from the film, as did the first two. Battle along to a pretty groovy tune and Lando shouting 'Here goes nothing! Nevertheless you might find this is far complaints of the Atari Trilogy only.	
GRAPHICS	81%
SOUND	73%
PLAYABILITY	74%
LASTABILITY	66%
OVERALL	78%

SOUND 43%
GRAPHICS 75%
LASTABILITY 37%
PLAYABILITY 61%

58%

Screen Scene

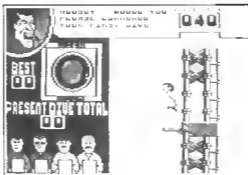


Blast the manhole

SUPERSPORTS

Anthing subtitled the "Olympic Challenge" which bursts on the scene a mere four months after the event deserves to be treated with derision if you ask me.

Supersports is a nothing new multiloop sports sim featuring target shooting, karate, slate smashing, cross bow, diving and, would you



Take a dive

believe it, an underwater assault course. Unless they've come up with some new events for the Pentathlon, quite what all this has to do with the Olympics beats me.

Despite all that the game is actually quite well presented. Each event is introduced by an NBC big mouth commentator who, as well as providing running commentary on the events, prompts players to take their positions and so on.

First event is *crack shot* a sort of shooting gallery really. What more can I say? Targets

pop up here and there, bottles and cans go flying across the screen and you have to blast as much as you can inside a minute. It would be hard to make this kind of thing completely dull, and the graphics are good, as are the sound effects.

Dare devil dive is a bit of a duffer. The higher you climb up the diving board ladder, the more difficult it is to keep on course for the tiny tub of water at the bottom. This is more like a circus act than an Olympic event. On the way down you

letting rip at the target taking gravity and wind into account. The anemometer at the bottom of the screen is a cute touch. You have just over a minute to let loose with half a dozen arrows which is tough going.

Underwater assault course is a bit of a joke. You must swim to the end of the course before running out of oxygen. You must also pick up a few gold medallions and swim through some tyres on the way whilst avoiding a poisonous jellyfish or two. It might sound exciting, but it's all a bit leebie really.

That goes for the whole thing really. If you really want a witty multi-game Olympic sports sim there are better ones than this around — *Caveanator* ugh-impics for one.

Ken McMahon

Gremlin

Price:

£9.95 cass

£14.95 disk

SCORE
GRAPHICS
LASTABILITY
PLAYABILITY

55%
68%
32%
43%

38%

SELL-OUT

COMMODORE USER

SELL-OUT

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

CU LIKES DEMOS!

Send your demos
(Amiga or 64)
to:

Commodore User,
30-32 Farringdon Lane,
London EC1R 3AU



NEW ERA SOFTWARE

Any title, any computer
Over 3,000 titles available. Amongst discounts
For delivery. Send S.A.F. for full details
NEW ERA SOFTWARE,
Unit 4a, Dysonville Mills, Blyth,
Ayrshire, KA24 5JH

MATRIX SOFTWARE HIRE

THE CHEAPEST WAY TO PLAY THEM ALL

Top games today for Spectrum, Commodore
and Amstruc - please state system

Deliver to:

Matrix Leisure Club
Dept c/o 271, Strand Road
Halewood, Birmingham
B75 5ST

Fabric ribbon in ink service. Good as new for one third
of a new ribbon. No need to buy a new ribbon when your
printer gets pale. All types of ribbons re-inked (Amstruc,
Cassette, Epson, Star, etc. etc.)
* Only 95p per ribbon. * No extra charge
* Save 66% * Money back guarantee
* Quick service * First re-ink free of charge
Post paid cassette with payment to:
S & J Bros, Willow Farm Office, Alconbury,
Dunstable, Beds MK5 0QD. Tel: (0389) 52682. Blyth

HIRE SOFTWARE FOR FREE!!

ALL TYPES OF
COMPUTERS!!

Send S.A.E. for details to:
STARLITE COMPUTER CLUB,
P.O. BOX 13,
TOOMORDEN, LANCs

ADRIANS ARCADE

Software library for

COMMODORE USERS

C16, C64, C128 and Amiga

Computers and hardware for sale,
discounts to 20%!

For details send S.A.E. to ...

7 Woodley Headland, Peartree Bridge,
Milton Keynes MK6 3PA



As you can see in the above picture, we have three
upwardly thrusting phobic members of EMAP staff. On the
left every bodies peeps favourite bass, Mike Pattenden. In
the centre (and sides) is C+VG's above but cute ad man,
Wodger Williams, and bringing up the rear Nick (R.I.P.)
Kelly.

Up for grabs is an all new CU T-shirt (please state
medium or x-large) so what we want you to do is devise
a caption superior to that of Herr Pattenden's Blue's
Brothers plus one. The winner will be announced in the
next issue of CU so keep reading!

All answers to Mad Mark (Nublie) Patterson,
Commodore User, Prior Court, 30-32 Farringdon Lane,
London EC1R 3AU

Answers must reach us no later than 8th January

FREE

Deluxe £20 disc capacity
Amstruc
Disk (not worth over £14)
(Please state if
you want the 100
capacity then indicate)

When you buy 25 disks for only £17.95
or 50 disks for only £32.95
or 100 disks for only £53.95

They come with built-in
software - 100% value
FREE! (Not in the UK)
7 Day Delivery
Industrial Estates, Corbridge, Co. Durham
0131 517 080 (All prices include VAT and postage)
One year guarantee
and 36 day money back period

TEL: (09603) 51020

TELETYPE YOUR ORDER TODAY - NO STAMP REQUIRED

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

Screen Scene



On the defensive

Software houses, what a responsible bunch. They'll go to any lengths to ensure that along with the zapping, blasting and absolute mayhem there's something educational tucked away in there. Activision's latest attempt to keep you abreast of the international political situation vis a vis global thermonuclear destruction, is a long-awaited conversion of the Sega coin-op SDI.

For the benefit of those at the back of the class, SDI, or Strategic Defence Initiative, was and is Uncle Ron's contribution to world peace. The idea is to establish a protective 'umbrella' of killer satellites over America to zap incoming Russian missiles.

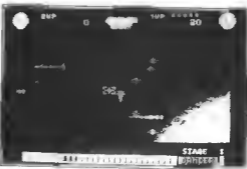
Anyway, stuff all that. The really important development was that some genius at Sega

SDI

realised that this was a much better idea for a mindwarping arcade game than a US defence policy — and SDI was born.

As conversions go, this is a pretty close rendition. You control a killer satellite which can be moved about the screen to dodge enemy mis-

siles, satellites and fighters. Your satellite can fire lasers in any direction — determined by the position of a cross hair cursor. Using the joystick without the firebutton moves your satellite; press the fire button and not only do the lasers fire, but you can also move the crosshair sight.



Pretty damn offensive

This double action joystick thing has a number of interesting options. If you have two joysticks you can use one to control the satellite and the other for the laser sight. Peepers with only one joystick can use the keyboard as a second. It all sounds a bit lanky to me so a friend might come in handy.

There are two phases to the game: offensive and defensive. In the offensive phase you simply blast the hell out of all sorts of enemy missiles, satellites and other strange looking things — like a witch on a broomstick for instance. Some of the enemy satellites contain bonus pods. You shoot the satellite to reveal the pod, then dock with it for extra cursors.

If you manage to shoot everything out of the sky in the offensive phases you get a bonus for perfect scores, but if you let anything through you must play a defensive phase. This time the enemy satellites and missiles attempt to bombard the earth and you must shoot them down before they get a chance. Any that slip through explode and up goes the damage meter. In the early levels of the game it's virtually impossible for this to happen, but there are twelve levels so there must be scope for global destruction somewhere.

I can't say I'm absolutely wild about SDI. It's a good old blast, no question about that, and if you liked the coin-op you won't be disappointed, but I guess it is just a bit too crude for a sophisticated like me.

Ken McMahon

SOUND 68%
GRAPHICS 68%
LASTABILITY 60%
PLAYABILITY 65%

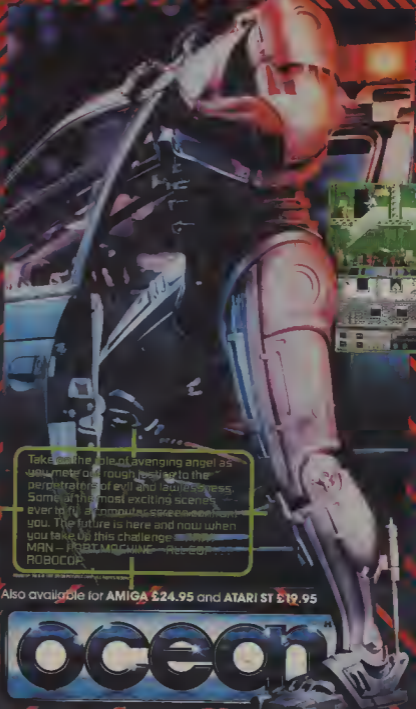
67%

Activision
Price:
£9.99 cass
£14.99 disk

THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO

SEE THE
HUGGING
MOVIE ONLY
AVAILABLE ON VIDEO
FROM VISION VISION

ROBOCON



Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge. **ROBO MAN - ROBO MACHINE - ALL FOR ROBOCON**

BASED UP THE R. & R. 1987 FILM PRODUCED BY CAMPBELL & NEWMAN

Also available for AMIGA £24.95 and ATARI ST £19.95

SPECTRUM
£8.95
COMMODORE
£9.95
AMSTRAD

ocean

Ocean Software Limited - 6 Central Street - Manchester - M2 5NS - Telephone 061 832 6633 - Telex 660977 OCEANS G

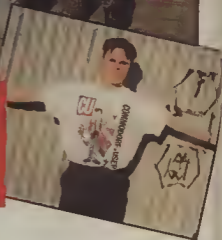
GET IT ON!



ALL NEW

CU

T-SHIRT



Please send me ☐ T-shirts at
£5.95+50p p&p each.
Size M/XL. Total amount enclosed £
Please make cheques payable to
Commodore User and send to:
Commodore User T-shirt offer,
14 Holkham Road, Orton Southgate,
Peterborough, PE2 0UF.

Name

Address

.....

.....
Please allow 28 days for delivery.

MODELLED BY THE MOST DYNAMIC TEAM IN THE BUSINESS

Guaranteed to create jealousy in all
your mates, this exclusively designed
T-shirt is a **MUST** for all serious CU
readers.

To get one before **THEY** get you just
fill in the coupon and send it along with
a cheque for £5.95+50p p&p.

AMIGA

Screen
Scene

I here to come across all worldly wise and much travelled, but I saw *The Deep* on my visits to Japan a year and a half back. Since then it's failed to materialise in Britain's arcades. That hasn't stopped US Gold from licensing it, and, I for one, am glad.

Back in the land of the rising sun *The Deep* was a scrolling shoot 'em up of the old-fashioned depth-charge-the-sub kind. A destroyer cruises left to right across the screen destroying any underwater craft that float beneath it, until it confronts a mega boat of the end-of-level variety.

By sinking various underwater craft pods are released which float to the surface and can be collected. A helicopter appears and drops a yellow object that will give you extra firepower, and most importantly a mini craft which allows you to descend to the bottom of the screen and pick up a glowing pod. This triggers the scrolling and the screen begins to move, taking you onto another section. All the time though, you're beset by subs which release mines, leaping

THE
DEEP

Ratings watch on as the huge sub begins to blow

manta rays, and rockal finny jellyfish.

Making your way across the screen brings you first to a confrontation with a large cruiser which will ram you if you don't sink it first, then to a huge underwater sub which fires humungous polars mis-

siles from various silos dotted around its superstructure. Sinking this takes you onto a *Missile Command* type section in which you have to destroy torpedoes as they're launched at a cute little flotilla of ships. After that it's onto the next level.

The Deep is an entertaining stuff. The action is a little slow at times because of the way they've interrupted the scrolling, but it's varied, and it does get quite hard on later levels. The graphics are extremely pretty, with well drawn, colourful seabeds and nicely animated marine life. Sound is limited to a few sonar pings but I guess a jolly Luna might destroy the atmosphere.

A good game, and something a novelty.

Mike Pattenden

Floating above the sunken city.



US Gold
Price: £24.95

SOUND 51%
GRAPHICS 90%
LASTABILITY 78%
PLAYABILITY 83%

79%

Dear Sir,
I think this advertisement
breaks some rules

Advertisements are expected to conform to rules and standards laid down by the Advertising Standards Authority. Most do. The few that don't we'd like you to write in about.

And if you'd like a copy of these rules for press, poster and cinema advertisements, please send for our booklet. It's free.

The Advertising Standards Authority.

We're here to put it right. ✓

ASA Ltd Dept Y Brook House, Torrington Place, London WC1E 7HN

This space is donated in the interests of high standards of advertising

CUT THIS OUT AND GIVE IT TO YOUR NEWSAGENT

**You've nobody to
kick but yourself...**

...If you don't tell your local newsagent to reserve you a copy of the month's raddest read. So cut this out, hand it over and relaaaaax...

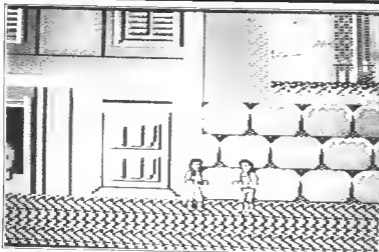
Please Mr Newsagent reserve me a copy of
Commodore User every month

Name _____

Address _____

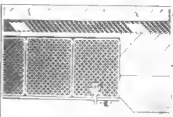
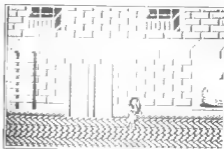


Screen Scene



Crimes, there's going to be a wumble!

DOUBLE DRAGON



If make no apologies about this I'm going to take this review very personally. *Double Dragon* rates very high on my list of ways to spend 30 pence. It's right up there with *Rainin' and Biscuit Yorkies* and a double pack of pocket size lissues. For this reason I'm very protective of the old beat 'em up.

Rightly so, Melbourne House have produced a version that howls for vengeance. Devotees will know that the coin-op plot has you and a

mate if it's played in its best format making your way through extremely dodgy territory in pursuit of a gang who have kidnapped your girl friend. It's pure beat 'em up fare, and a classic at that.

The programmers converting DD have ignored the initial onscreen plot which is played out immediately the game begins as your woman is first grabbed then transported off into the backstreets of Marsoilles, where the game is set.

Instead you begin your quest, only to find out that the programmers have performed an evil deed on your fighter. Not only have they whipped his best griel but they've cut him in half! Iot's true, no-one bothered to butt the two sprites up together. Still I mean it's only a minor detail if the main character looks like an extra from *Rent A Ghost*.

Still this can't possibly compare to the gameplay which is

very average. The instructions maintain that all the moves are there, but I've found it's only necessary to use the punch and kick (I'm never quite sure which one it's going to be) to knock the enemy down. The trouble is they get up again. In fact you have to thump them live or six times to knock them down and repeat the process three times until they leave you alone. That's confusing exhaustive boredom with addictive toughness.

This might all put DD into the mediocre stakes where it not for the agonising multiloop on the thing. Fail on the first level and you have to reload most of it in again. Baaaarrrr!

Justice is done

Mike Pattenden

GRAPHICS	46%
SOUND	23%
PLAYABILITY	37%
LASTABILITY	39%

43%

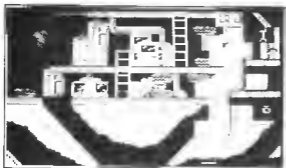
Melbourne House
Price:
£9.99 cass
£14.99 disk

AMIGA UPDATE

The ST version is already around and the Amiga should appear even as you read this. The graphics and gameplay are much improved. Sound too is much superior although it isn't sampled from the arcade machine. Review next issue.

CHEAPO

Peter Packrat



MASTER BLASTER

Zeppelin

Nat CU's Blazin' Master, but a game which similarly claims to be pure fun. In fact it's pure Asteroids, which isn't such fun. The game's keyboard only too, giving it that really dated feel that'll have you thinking back less than nostalgically to the days when you were stupid enough to own a Speccy (53%)

PETER PACKRAT

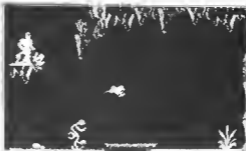
Silverbird

It's back to platforms and ladders in this cheapo as you take control of Peter Packrat, a rodent who spends his time scavenging around the junkyard where he lives. Collect various items and take

them back to your den whilst avoiding the malicious intentions of the local doxy rat Riff, and his henchman. Shooting the nasties freezes them briefly, otherwise it's down to you.

PP has small, as you'd expect for rodents, but neat graphics, clever layouts and some jolly tunes playing throughout. Solid budget entertainment for old-fashioned gamers. (79%)

Camelot Warriors



CAMELOT WARRIORS

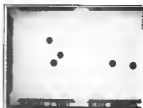
Mastertronic

You can trust Mastertronic to match the weaponry with the scenario. So just as you would expect, your Camelot Warrior is armed with a sword. These worlds' in search of four elements, the Elixir of Life, The Mirror Of Wisdom, The Voice from another World and The Unburning Fire.

Your Camelot Warrior isn't the most agile of knights. He can walk at a fair pace, leap over small plants and swing his sword. Problem is he can only swing the sword at one height — shoulder height, and a lot of the nasty stuff, that comes at you, like the walking peas, is at ankle height. Only one thing for it — jump over 'em.

There are several scenarios to this maze-like horizontal scroller. The Woods, the Lake, The Caverns and the Castle of Camelot — whereas lie the aforementioned elements. Once you've got 'em you must take them to the guardian of each world so that they can be destroyed.

A lot of destruction for such



a cheap game, very pretty graphics though and more than a couple of quids' worth of puzzlement. (73%)

HUSTLER

MIL

This is another of MILs Bogies. Pick hor hor range. Snot funny as far as I'm concerned. Mind you, this re-run of Bubble Bus's ancient Hustler is a bit of a joke. It was written in the days when it was considered 'state of the art' to draw a circle (like a ball) on the 64's screen.

Don't confuse Hustler with American 8-Ball pool, this is five ball pool.

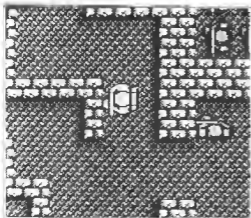
There are several options for different one and two player games — all with five balls. You position a cursor where you want the cue ball to go and press fire when the power meter reaches the required wallap. Then the cueball heads for the target ball with not very much realism. Cheap — even for a cheapo. (42%)

Master Blaster



R

OUND - U



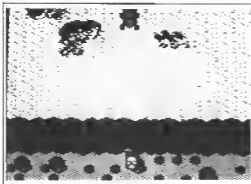
into The Eagle's Nest

INTO THE EAGLE'S NEST

About 18 months old this one, but it's still a lot of fun as you infiltrate a Nazi-infested castle Alstair Maclean-style, in search of three captured saboteurs.

It's standard arcade adventure fare, but enlivened by well-drawn graphics. Viewed from above the soldiers look fat and jolly, but the opposition's tough, tough enough to turn this into a testing challenge if you haven't seen it before. Good value for money. (69%)

Stuntman



STUNTMAN

Code Masters

Code Masters (aka David and Richard Darling) started writing their first games when they were still in the womb, and it shows.

Super Stunt Man is a cracking idea for a game I don't think of it and charge £14.99 (don't suggest it — Ed). You're this Burt Reynolds type who goes in for hurting his back a lot. There are seven different ways of becoming a hero and getting badly hurt in the process including: Deadly Car Chase, Power Boat racing,

BUBBLE BOBBLE

Silverbird

Firebird's classic conversion comes to the world of the two sons. What's to say? Take control of a cute brontosaurus and hop around the 99 odd levels munching on bananas, strawberries and cherries left behind by fruit-topping the nasties which float around and make life difficult for you. Set off bolts of lightning and rivers of water to flood them out.

Great fun still — they don't make 'em like this anymore! Re-release of the month (94%)

Bubble Bobble.

LEADERBOARD

Kixx

Having spawned faster than a rabbit and swamped the world with its prodigies, *Leaderboard* now begins its assault on the budget market.

Nevertheless its success can't be put down simply to marketing overkill. It was the best selling title of 1986 because it is one of the best sports simulations to appear on the 64. That said you'd be advised to wait for what is undoubtedly the eventual appearance of one of the more enhanced versions to appear with trees and water hazards etc (85%)



GHOST HUNTERS

Code Masters

Ghost Busters, or sorry, *Hunters* is no cheap rip-off from a two year old big screen hit. No sir. A platform game in the classic mould, you must rid Nightmare Mansions, home of Professor Twilight, of all kinds of evil spooks and ghoulie things.

Nightmare Mansions has lots of lifts which you can set in operation by picking up floating objects like chalicees for example. The more evil spirits there are hanging around the higher the dial on the thermometer goes and the greater the likelihood of you being zapped. As a consequence of being zapped your machometer hits low and then you die. Get them before they get you.

This is not bad at all, though the idea of a rambosque figure zapping spooks with a big gun is a little odd. Shouldn't there be some magic and spells and stuff involved? Perhaps that's why it's so cheapo (64%)

TERRA FIGHTER

Zeppelin

No messing around here. Your planet has been attacked and everyone else has failed so it's left to you to do the job. It's always left to you isn't it?

Stage 1 is very *Undim* (yawn) as you close down six barges, protected by fighters. Stage 2 is a head-to-head with more fighters, and there's six motherships waiting in the third and final stage. Nothing new here, but it's competent budget blasting for shoot 'em up fiends who need a regular infusion of something new each month. All the sixes, the year we won the cup (66%)

Terra Fighter



UP

Jump the Grand Canyon, New York Street Gang Fight

Each of these is a vertical scroller with obstacles. Oddly enough, you get points for bashing into things — the great action bonus — the downside is that you lose lives. Well worth a couple of quid (78%)

INTO THE

This week our resident action man adventurer Keith Campbell asks whether the 64 adventure, tips the likes of *Shadowgate*, *Bard's Tale II* and *Dracula*, and generally goes over the top. Now read on . . .

CAMPBELL'S COMMENT

Where have all the adventures gone? After a lull in the Level 9 in quest survey season, and an earlier flurry from *Magnum*, it seems suddenly nothing much seems to be happening. Slightly lagging with new releases is the micro, even, despite the obvious predominance of at least equalling those 1987 output of role adventures, here at the time of writing, produced only three.

And what of the smaller adventures, on tape, that attract so many 64 non-disk owners? Well, have had three trouble-free this year, and a whole lot more are looking up. In 1989, *St. Rhodes* and *Hod Pike*, whose games they publish have not been seen since *Am* *The Rigger* and *Hudman* respectively. Delta 3's

promised *Inter-spirit* has not yet emerged, and the only bright light on the cassette scene this year has been *Smart Egg*, with Mastertronic budget game *Quest For The Golden Eggs* following from the enormously popular and still recent *Royal's Revenge*.

There is plenty in the pipeline, though. A whole list of graphic adventures is set to be released from Sierra, in their *Quest* series. In micro promise three titles within the next six months, and there are more games on the way from *Aldrian* (Centropix) and Level 9. *Magnum* is the next release date is not set, and unlikely to be before April.

So why the gap? The promised titles will all be

developed as 16-bit adventures and 16-bit adventure systems are far more complex. They offer far more scope for innovation and improvements in software design, complexity and sophistication — but the games take longer to write. Thus, they cost more, typically three times as much as cassette adventures for the 64.

Furthermore, not all of the games mentioned will convert to 8-bit format at all, let alone to cassette. Of those publishers who, in these troubled times, have a support machine to support 64 users, only a few support tape. In the longer term, this may be to their advantage, but it means that their 16-bit originals will have been designed with 16-bit machinery, modules in mind, thereby not using fully the advantages offered by 16-bit technology.

So is there a future for 64 adventures? Sadly, perhaps there is only a glorious past, as this letter from regular Valley reader Gareth Williams from Swansea suggests:

"I feel the days I had enjoying *Serpi Adams* in level 11 cannot be repeated. The 8-bit adventure is dead. The whole 8-bit adventure scene has been pushed as far as it can go, with it seeing the advent of graphics, advancing parsers, and games with thousands of locations. The 16-bit scene shows a hint of promise, partially fulfilled by adventures such as *Level 9*, *Innocent*, and most notably *Magnum*. So tell the 16-bit market is the place to be."

ADVENTURE CLUES

With thanks this month to Ray Smith, Adrian Keynes, who solves the 'cuff' problem in *Leather Goddesses*, and Benoit Williams, Little Heatham, Herts.

LEATHER GODDESSES: A cuff will be found in the Boreal Chamber in the 1st room.

MASTERS OF THE UNIVERSE: After killing Matantia, examine the 'solarite'.

BARD'S TALE II: The entrance to the Grey Crypt is 32N-8E. Password: Grey Crypt.

DRACULA: The card in window in room above Dracula's, and wait until you see him leave. Then climb down a ladder through his window, lift a carpet and go down through backdoor. Open until the knives put down in it, and go south to start Part 3.

ETHELKA: How to get past the guards. — in Machine Germany.

At bottom of stairs — give rhochale.

At gate — Make and wear a German uniform. — Inside Gestapo HQ — Give sermapps.

At guard post — show fake ID (make one).

— in 1st beam.

At end of corridor — wear up and shut and hit guard when he thinks he recognizes you and says 'Hi Charlie'.

In bedroom — hit him.

KIMBLY ORG: Push the button in the breadroom.

HIGGINS REVENGE: Route through minefield, E, SE, S, SE, E.

Adventure News

* The Adventure's Club Ltd has announced that this year's annual Golden Chain Awards will be presented at an evening reception to be held in London on Saturday 25th February.

The Golden Awards will be exclusively by club members, who are claimed to represent the best informed opinions of experienced adventure players.

* *Hod Pike*, author of CHL's best-selling horror adventures *Dracula*, *Frankenstein*, and *Hudman*, is planning a new nasty based on football. Provisionally

entitled *Satan's League*, its main character will be a football professional whose adventures have been thwarted.

Making a pact with the devil, he rapidly rises in the top of the football scene, but trouble arises when the devil conspires to collect his dues, and our hero wants out of the deal. (*Does he play for Wimbledon?*) Ed 1.

* *Alshard* (Concepts) has finished writing adventure *Parasitic Nights*, due for release by *Magnum* in the near future.



VALLEY

SHADOWGATE

If you have a RAM expansion for your Amiga 500, then here's a tip from Braden Wilkinson of Little Hadham, Herts, that will load all of *Shadowgate* (and presumably *Uninvited* at one go, and save you having to wait for the picture to load every time you change location.

- 1: Put the Workbench in the drive, and when the screen goes blue hold down CTRL and press D to enter CLI
- 2: Copy the file called ram-handler from the Workbench L directory to the L directory on the *Shadowgate* disk. (Be careful not to erase anything from the *Shadowgate* disk!) If at any time you get a message saying that *Shadowgate* is full, delete everything in the save drawer except info
- 3: Type `ed shadowgate.s` at the prompt
- 4: Move the cursor to the end of the top line and press RETURN. You should now have a blank line. In this line type `copy shadowgategraphics.s TO ram`
- 5: Press ESCAPE and type RA. Press ESCAPE again and type O.
- 6: Type `ed shadowgateresources`. Move the cursor to the beginning of the line reading `shadowgategraphics.s` and change it to read: `RAM:sounds.s`
- 7: Repeat operation 5
- 8: Reset the computer and load *Shadowgate* in the normal way. All the location graphics and sounds will now be in memory, and won't have to load from disk while you play.

VALLEY RESCUE

Buying an adventure can be quite a hazardous affair, since if you get the difficulty level wrong for your own problem-solving ability, you can live one hopelessly stuck. This is why magazine helpline such as Valley Rescue are so popular with readers.

But there is another line of defence — the publisher. Most publishers support their customers, and will either offer help for a specific problem by mail or phone, or will send a hint sheet on request, with proof of purchase. Level 9 have got this down to a fine art, producing a comprehensive hint sheet for all of their adventures. Look up the name of the object or location that is giving you trouble, and you're referred to two numbered clues — one telling you how to reach it, and the other on what to do with it when you get there.

That's the theory, anyway! So it was with confidence that I set about answering a plea from Alric Melef of Rotterdam, who wanted to know where to find the black ball on Level 9's *Red Mountain*. Looking up BLACK BALL pointed me off to clue number 189. Therein lay the snag — I had this is completely missing from the list! So who can help update the hint sheet, and put *Uninvited* misery?

"Well, you've done it again, you brainy little thing! I can't thank you enough for the solution on getting the bomb from inside the tank, as *Rigel's Revenge*," writes David Jenkins of Hatfield, Hants. I see, getting a bit familiar, are we? Bentled me to introduce you to Alan Williams, of Phos Venets favor. David? Anyway, let's read no. 1. The only problem is that what I really wanted to know was what I should do in the minefield in no man's land!"

And so you shall David, so you shall! Walk straight ahead stamping the ground hard with each step!

"In Bard's Tale III," writes Stephen Glass from Yagoona in New South Wales, "there is a riddle which I cannot work out. Could you help please?" The riddle in question reads as follows.

*I have no lips, yet my kiss is deadly.
I am not a razor, but though I pass need never share again,
Your best friend, I will kill you.*

I can't guess — can you?

Barely featuring among the pleas for help, *Uninvited* is an adventure that I really enjoyed, and actually completed. But being so absorbed with it at the time, I failed to write anything down. That was long ago, and now with Mattias Karlsson writing from Sweden to ask how to get the coin from the fuurain, and how to get past the big dug by the tower of the evil one, I have been caught napping! I solved both problems but have now forgotten how. Refresh my memory, someone, please!

Sweet fruit and a fire-drake feature in the final batch of problems this month! Arve Beckstrom from Norway keeps stuffing his face with fruit, whilst playing *Frankenstein*, but always dies five moves after doing so. Is there an antidote? And is there a way past the fire-drake in *Shadowgate*, asks Reuben Wilkinson?



INTO THE VALLEY



Piggin' red tape.

Dream Zone

**Leisuresoft/
Baudville
Amiga: £24.99**

There are monsters in your dreams, and each night you awake in a sweat, unable to recall what had terrorised you. Your brother complains your screams are ruining his sleep. So you seek the help of a psychiatrist, who gives you a glass of something to drink, and tells you to go home and sleep it off.

The game starts in your bedroom, and at first sight the graphics disappoint. The picture you see is a drab

black and white digitised photo, enlivened only by a poster of a scantily clad female adorning the wall. Your house, as you wander around it, is equally drab.

You eventually decide to follow the advice you were given, and sleep. Suddenly, your bedroom is transformed, the milky grey pictures crystallising with colour, and now, the way out leads not to the landing, but to a weaving blue pathway suspended in space...

Entering the gate at the far end of the path, takes you into the square of a strange and fantastic city. Fancying a drink, you try to pop into the



Dirty little byke!

Rigor Mortis Bar ("Crime inside and got stiff!" is its slogan) but before you can embark on this part of your dream, you must have an ID card. A fox-looking trout has a jacket lined with ID cards, and here's where all the bureaucracy you encountered if you played Inform's *Stationfall* will stand you in good stead — he needs a form 69K-12B before he will sell you one!

Over the road, then, to the Department Of Information building, to get hold of the appropriate form. But don't think it will be that easy! "Ask officer S3R-D in room N4R-E," suggests the clerk on the reception desk, starting you off on a merry chase through the building, being referred from one officer to another.

So the dream continues, taking you to an oriental palace, a castle in the clouds, and an amusement park, among other places. But should you decide you've had enough, and you want to go back to bed, you'll find a huge, ugly monster blocking the pathway to your door.

Dream Zone is an icon driven adventure, with direc-

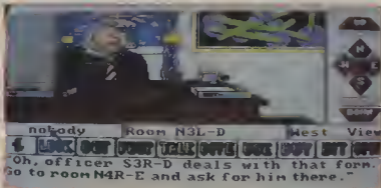
tion icons to the right of the picture, and command verbs in a bar directly under the picture. Clicking on a direction will move you, whilst clicking on a verb followed by a moveable object or part of the picture area, will build a text command in the input area, which will be executed with a click on the text message area directly above it. Commands can also be typed in via the keyboard.

The menu bar at the top offers pull down menus for facilities to save and load game positions, turn sound on and off (there is suitably moody music throughout the game), quit, new game, and text coloration.

Certainly at the beginning of the game the problems are not particularly obvious. You can get to sleep easily enough, only to discover shortly afterwards that there must be essential objects that you have left behind in the house. Before long I realised that I had to go to the bathroom, but I couldn't find it anywhere! It turned out that it was not off the landing, where I had spent half an hour searching for it, but was en-suite to my bedroom. Here, then, is my biggest, and possibly only criticism of the game — no exits are listed on the screen, and even the hint map that comes in the package didn't show it!

However, once you get used to the command system, and familiar with the way the game plays, it's brilliant!

A monstrous dream.



GRAPHICS	9
PUZZLEABILITY	8
PLAYABILITY	7
OVERALL	9

Germany's best-selling computer magazine: **EL20**

\$57.20 Dm6.50 350pta HFL 6.75

COMPUTER +video GAMES

THUNDERBLADE THE WHOPPER CHOPPER

**OUT
NOW**

WIN A THUNDERBLADE COIN-OP
THE 16-BIT SUPER UNVEILED
LAND OF THE DRAGON CONSOLE
C+VG REPORT FROM JAPAN ON
THE MAME-16 PC ENGINE

ROBOCOP C+VG GAME OF THE MONTH

...MI, GUERRILLA WAR,
...RANCER, EXPLODING FIST+

FREE! TWO BRILLIANT POSTERS



NOW TAKEN

Castle Computers

DEPT C.U.1
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

CASTLE COMPUTERS — OFTEN IMITATED — NEVER BEATEN — PHONE US FOR SPECIAL OFFERS

C4A CLEARANCE CASSETTES		C4A CLEARANCE		C4A CLEARANCE		C4A CLEARANCE	
Access II	4.95	Cartman	1.95	How to B - complete package	4.95	Pro Skateboard Set	1.95
Summer Olympics	2.85	Robocop	0.95	UK -	2.95	Pandora	2.95
Bea by	2.95	Darius Intense	0.95	Wendy	4.95	Prolog	5.95
Summer King	2.95	Darius II	0.95	T.O.	0.50	Titanium	0.95
Starlight	2.95	Diagnosis Lint	0.95	Infantry	6.95	Prok Pegasus	0.95
Galaxy	2.95	Eurobar	0.95	Islander	0.95	Prolog	2.95
Sea Level	2.95	Exotic	0.95	Island Warriors	0.95	Prolog Pegasus	0.95
Try & Shark	2.95	Aye	1.95	Johnny Rabb II	2.95	Chuck Pops a KFT	7.25
My partner	2.95	Dead II	0.95	Jack Bauer II	0.95	Seam Racer II	0.95
Leaves of Grass	2.95	Dead III	0.95	Sluggo	0.95	Cave Man II High Dynamics	0.95
1945	2.95	Dead IV	0.95	London School of Tech II	2.95	Clay Saw Warrior	0.95
Baroness (Physical)	2.95	Dead V	0.95	Like a Boss	1.95	Mach	0.95
Baroness II	2.95	Dead VI	0.95	Lord of the Rings	2.95	Guns and Heroes	0.95
Baroness III	2.95	Dead VII	0.95	Mad Max	0.95	Ted Dine	0.95
Baroness IV	2.95	Dead VIII	0.95	Mad Max II	0.95	Apocalypse	0.95
Baroness V	2.95	Dead IX	0.95	Mad Max III	0.95	The Time	0.95
Baroness VI	2.95	Dead X	0.95	Mad Max IV	0.95	Race, Run	0.95
Baroness VII	2.95	Dead XI	0.95	Mad Max V	0.95	Trillion	0.95
Baroness VIII	2.95	Dead XII	0.95	Mad Max VI	0.95	Thunder	0.95
Baroness IX	2.95	Dead XIII	0.95	Mad Max VII	0.95	Thunder	0.95
Baroness X	2.95	Dead XIV	0.95	Mad Max VIII	0.95	Thunder	0.95
Baroness XI	2.95	Dead XV	0.95	Mad Max IX	0.95	Thunder	0.95
Baroness XII	2.95	Dead XVI	0.95	Mad Max X	0.95	Thunder	0.95
Baroness XIII	2.95	Dead XVII	0.95	Mad Max XI	0.95	Thunder	0.95
Baroness XIV	2.95	Dead XVIII	0.95	Mad Max XII	0.95	Thunder	0.95
Baroness XV	2.95	Dead XIX	0.95	Mad Max XIII	0.95	Thunder	0.95
Baroness XVI	2.95	Dead XX	0.95	Mad Max XIV	0.95	Thunder	0.95
Baroness XVII	2.95	Dead XXI	0.95	Mad Max XV	0.95	Thunder	0.95
Baroness XVIII	2.95	Dead XXII	0.95	Mad Max XVI	0.95	Thunder	0.95
Baroness XIX	2.95	Dead XXIII	0.95	Mad Max XVII	0.95	Thunder	0.95
Baroness XX	2.95	Dead XXIV	0.95	Mad Max XVIII	0.95	Thunder	0.95
Baroness XXI	2.95	Dead XXV	0.95	Mad Max XIX	0.95	Thunder	0.95
Baroness XXII	2.95	Dead XXVI	0.95	Mad Max XX	0.95	Thunder	0.95
Baroness XXIII	2.95	Dead XXVII	0.95	Mad Max XXI	0.95	Thunder	0.95
Baroness XXIV	2.95	Dead XXVIII	0.95	Mad Max XXII	0.95	Thunder	0.95
Baroness XXV	2.95	Dead XXIX	0.95	Mad Max XXIII	0.95	Thunder	0.95
Baroness XXVI	2.95	Dead XXX	0.95	Mad Max XXIV	0.95	Thunder	0.95
Baroness XXVII	2.95	Dead XXXI	0.95	Mad Max XXV	0.95	Thunder	0.95
Baroness XXVIII	2.95	Dead XXXII	0.95	Mad Max XXVI	0.95	Thunder	0.95
Baroness XXIX	2.95	Dead XXXIII	0.95	Mad Max XXVII	0.95	Thunder	0.95
Baroness XXX	2.95	Dead XXXIV	0.95	Mad Max XXVIII	0.95	Thunder	0.95
Baroness XXXI	2.95	Dead XXXV	0.95	Mad Max XXIX	0.95	Thunder	0.95
Baroness XXXII	2.95	Dead XXXVI	0.95	Mad Max XXX	0.95	Thunder	0.95
Baroness XXXIII	2.95	Dead XXXVII	0.95	Mad Max XXXI	0.95	Thunder	0.95
Baroness XXXIV	2.95	Dead XXXVIII	0.95	Mad Max XXXII	0.95	Thunder	0.95
Baroness XXXV	2.95	Dead XXXIX	0.95	Mad Max XXXIII	0.95	Thunder	0.95
Baroness XXXVI	2.95	Dead XL	0.95	Mad Max XXXIV	0.95	Thunder	0.95
Baroness XXXVII	2.95	Dead XLI	0.95	Mad Max XXXV	0.95	Thunder	0.95
Baroness XXXVIII	2.95	Dead XLII	0.95	Mad Max XXXVI	0.95	Thunder	0.95
Baroness XXXIX	2.95	Dead XLIII	0.95	Mad Max XXXVII	0.95	Thunder	0.95
Baroness XL	2.95	Dead XLIV	0.95	Mad Max XXXVIII	0.95	Thunder	0.95
Baroness XLI	2.95	Dead XLV	0.95	Mad Max XXXIX	0.95	Thunder	0.95
Baroness XLII	2.95	Dead XLVI	0.95	Mad Max XL	0.95	Thunder	0.95
Baroness XLIII	2.95	Dead XLVII	0.95	Mad Max XLI	0.95	Thunder	0.95
Baroness XLIV	2.95	Dead XLVIII	0.95	Mad Max XLII	0.95	Thunder	0.95
Baroness XLV	2.95	Dead XLIX	0.95	Mad Max XLIII	0.95	Thunder	0.95
Baroness XLVI	2.95	Dead L	0.95	Mad Max XLIV	0.95	Thunder	0.95
Baroness XLVII	2.95	Dead LI	0.95	Mad Max XLV	0.95	Thunder	0.95
Baroness XLVIII	2.95	Dead LII	0.95	Mad Max XLVI	0.95	Thunder	0.95
Baroness XLIX	2.95	Dead LIII	0.95	Mad Max XLVII	0.95	Thunder	0.95
Baroness L	2.95	Dead LIV	0.95	Mad Max XLVIII	0.95	Thunder	0.95
Baroness LI	2.95	Dead LV	0.95	Mad Max XLIX	0.95	Thunder	0.95
Baroness LII	2.95	Dead LVI	0.95	Mad Max L	0.95	Thunder	0.95
Baroness LIII	2.95	Dead LVII	0.95	Mad Max LI	0.95	Thunder	0.95
Baroness LIV	2.95	Dead LVIII	0.95	Mad Max LII	0.95	Thunder	0.95
Baroness LV	2.95	Dead LVIX	0.95	Mad Max LIII	0.95	Thunder	0.95
Baroness LVI	2.95	Dead LX	0.95	Mad Max LIV	0.95	Thunder	0.95
Baroness LVII	2.95	Dead LXI	0.95	Mad Max LV	0.95	Thunder	0.95
Baroness LVIII	2.95	Dead LXII	0.95	Mad Max LVI	0.95	Thunder	0.95
Baroness LVIX	2.95	Dead LXIII	0.95	Mad Max LVII	0.95	Thunder	0.95
Baroness LX	2.95	Dead LXIV	0.95	Mad Max LVIII	0.95	Thunder	0.95
Baroness LXI	2.95	Dead LXV	0.95	Mad Max LVIX	0.95	Thunder	0.95
Baroness LXII	2.95	Dead LXVI	0.95	Mad Max LX	0.95	Thunder	0.95
Baroness LXIII	2.95	Dead LXVII	0.95	Mad Max LXI	0.95	Thunder	0.95
Baroness LXIV	2.95	Dead LXVIII	0.95	Mad Max LXII	0.95	Thunder	0.95
Baroness LXV	2.95	Dead LXIX	0.95	Mad Max LXIII	0.95	Thunder	0.95
Baroness LXVI	2.95	Dead LXX	0.95	Mad Max LXIV	0.95	Thunder	0.95
Baroness LXVII	2.95	Dead LXXI	0.95	Mad Max LXV	0.95	Thunder	0.95
Baroness LXVIII	2.95	Dead LXXII	0.95	Mad Max LXVI	0.95	Thunder	0.95
Baroness LXIX	2.95	Dead LXXIII	0.95	Mad Max LXVII	0.95	Thunder	0.95
Baroness LXX	2.95	Dead LXXIV	0.95	Mad Max LXVIII	0.95	Thunder	0.95
Baroness LXXI	2.95	Dead LXXV	0.95	Mad Max LXIX	0.95	Thunder	0.95
Baroness LXXII	2.95	Dead LXXVI	0.95	Mad Max LXX	0.95	Thunder	0.95
Baroness LXXIII	2.95	Dead LXXVII	0.95	Mad Max LXXI	0.95	Thunder	0.95
Baroness LXXIV	2.95	Dead LXXVIII	0.95	Mad Max LXXII	0.95	Thunder	0.95
Baroness LXXV	2.95	Dead LXXIX	0.95	Mad Max LXXIII	0.95	Thunder	0.95
Baroness LXXVI	2.95	Dead LXXX	0.95	Mad Max LXXIV	0.95	Thunder	0.95
Baroness LXXVII	2.95	Dead LXXXI	0.95	Mad Max LXXV	0.95	Thunder	0.95
Baroness LXXVIII	2.95	Dead LXXXII	0.95	Mad Max LXXVI	0.95	Thunder	0.95
Baroness LXXIX	2.95	Dead LXXXIII	0.95	Mad Max LXXVII	0.95	Thunder	0.95
Baroness LXXX	2.95	Dead LXXXIV	0.95	Mad Max LXXVIII	0.95	Thunder	0.95
Baroness LXXXI	2.95	Dead LXXXV	0.95	Mad Max LXXIX	0.95	Thunder	0.95
Baroness LXXXII	2.95	Dead LXXXVI	0.95	Mad Max LXXX	0.95	Thunder	0.95
Baroness LXXXIII	2.95	Dead LXXXVII	0.95	Mad Max LXXXI	0.95	Thunder	0.95
Baroness LXXXIV	2.95	Dead LXXXVIII	0.95	Mad Max LXXXII	0.95	Thunder	0.95
Baroness LXXXV	2.95	Dead LXXXIX	0.95	Mad Max LXXXIII	0.95	Thunder	0.95
Baroness LXXXVI	2.95	Dead LXXXX	0.95	Mad Max LXXXIV	0.95	Thunder	0.95
Baroness LXXXVII	2.95	Dead LXXXXI	0.95	Mad Max LXXXV	0.95	Thunder	0.95
Baroness LXXXVIII	2.95	Dead LXXXXII	0.95	Mad Max LXXXVI	0.95	Thunder	0.95
Baroness LXXXIX	2.95	Dead LXXXXIII	0.95	Mad Max LXXXVII	0.95	Thunder	0.95
Baroness LXXXX	2.95	Dead LXXXXIV	0.95	Mad Max LXXXVIII	0.95	Thunder	0.95
Baroness LXXXXI	2.95	Dead LXXXXV	0.95	Mad Max LXXXIX	0.95	Thunder	0.95
Baroness LXXXXII	2.95	Dead LXXXXVI	0.95	Mad Max LXXXX	0.95	Thunder	0.95
Baroness LXXXXIII	2.95	Dead LXXXXVII	0.95	Mad Max LXXXXI	0.95	Thunder	0.95
Baroness LXXXXIV	2.95	Dead LXXXXVIII	0.95	Mad Max LXXXXII	0.95	Thunder	0.95
Baroness LXXXXV	2.95	Dead LXXXXIX	0.95	Mad Max LXXXXIII	0.95	Thunder	0.95
Baroness LXXXXVI	2.95	Dead LXXXXX	0.95	Mad Max LXXXXIV	0.95	Thunder	0.95
Baroness LXXXXVII	2.95	Dead LXXXXXI	0.95	Mad Max LXXXXV	0.95	Thunder	0.95
Baroness LXXXXVIII	2.95	Dead LXXXXXII	0.95	Mad Max LXXXXVI	0.95	Thunder	0.95
Baroness LXXXXIX	2.95	Dead LXXXXXIII	0.95	Mad Max LXXXXVII	0.95	Thunder	0.95
Baroness LXXXXX	2.95	Dead LXXXXXIV	0.95	Mad Max LXXXXVIII	0.95	Thunder	0.95
Baroness LXXXXXI	2.95	Dead LXXXXXV	0.95	Mad Max LXXXXIX	0.95	Thunder	0.95
Baroness LXXXXXII	2.95	Dead LXXXXXVI	0.95	Mad Max LXXXXX	0.95	Thunder	0.95
Baroness LXXXXXIII	2.95	Dead LXXXXXVII	0.95	Mad Max LXXXXXI	0.95	Thunder	0.95
Baroness LXXXXXIV	2.95	Dead LXXXXXVIII	0.95	Mad Max LXXXXXII	0.95	Thunder	0.95
Baroness LXXXXXV	2.95	Dead LXXXXXIX	0.95	Mad Max LXXXXXIII	0.95	Thunder	0.95
Baroness LXXXXXVI	2.95	Dead LXXXXXX	0.95	Mad Max LXXXXXIV	0.95	Thunder	0.95
Baroness LXXXXXVII	2.95	Dead LXXXXXXI	0.95	Mad Max LXXXXXV	0.95	Thunder	0.95
Baroness LXXXXXVIII	2.95	Dead LXXXXXXII	0.95	Mad Max LXXXXXVI	0.95	Thunder	0.95
Baroness LXXXXXIX	2.95	Dead LXXXXXXIII	0.95	Mad Max LXXXXXVII	0.95	Thunder	0.95
Baroness LXXXXXX	2.95	Dead LXXXXXXIV	0.95	Mad Max LXXXXXVIII	0.95	Thunder	0.95
Baroness LXXXXXXI	2.95	Dead LXXXXXXV	0.95	Mad Max LXXXXXIX	0.95	Thunder	0.95
Baroness LXXXXXXII	2.95	Dead LXXXXXXVI	0.95	Mad Max LXXXXXX	0.95	Thunder	0.95
Baroness LXXXXXXIII	2.95	Dead LXXXXXXVII	0.95	Mad Max LXXXXXXI	0.95	Thunder	0.95
Baroness LXXXXXXIV	2.95	Dead LXXXXXXVIII	0.95	Mad Max LXXXXXXII	0.95	Thunder	0.95
Baroness LXXXXXXV	2.95	Dead LXXXXXXIX	0.95	Mad Max LXXXXXXIII	0.95	Thunder	0.95
Baroness LXXXXXXVI	2.95	Dead LXXXXXXX	0.95	Mad Max LXXXXXXIV	0.95	Thunder	0.95
Baroness LXXXXXXVII	2.95	Dead LXXXXXXXI	0.95	Mad Max LXXXXXXV	0.95	Thunder	0.95
Baroness LXXXXXXVIII	2.95	Dead LXXXXXXXII	0.95	Mad Max LXXXXXXVI	0.95	Thunder	0.95
Baroness LXXXXXXIX	2.95	Dead LXXXXXXXIII	0.95	Mad Max LXXXXXXVII	0.95	Thunder	0.95
Baroness LXXXXXXX	2.95	Dead LXXXXXXXIV	0.95	Mad Max LXXXXXXVIII	0.95	Thunder	0.95
Baroness LXXXXXXI	2.95	Dead LXXXXXXXV	0.95	Mad Max LXXXXXXIX	0.95	Thunder	0.95
Baroness LXXXXXXII	2.95	Dead LXXXXXXXVI	0.95	Mad Max LXXXXXXX	0.95	Thunder	0.95
Baroness LXXXXXXIII	2.95	Dead LXXXXXXXVII	0.95	Mad Max LXXXXXXI	0.95	Thunder	0.95
Baroness LXXXXXXIV	2.95	Dead LXXXXXXXVIII	0.95	Mad Max LXXXXXXII	0.95	Thunder	0.95
Baroness LXXXXXXV	2.95	Dead LXXXXXXXIX	0.95	Mad Max LXXXXXXIII	0.95	Thunder	0.95
Baroness LXXXXXXVI	2.95	Dead LXXXXXXXX	0.95	Mad Max LXXXXXXIV	0.95	Thunder	0.95
Baroness LXXXXXXVII	2.95	Dead LXXXXXXXI	0.95	Mad Max LXXXXXXV	0.95	Thunder	0.95
Baroness LXXXXXXVIII	2.95	Dead LXXXXXXXII	0.95	Mad Max LXXXXXXVI	0.95	Thunder	0.95
Baroness LXXXXXXIX	2.95	Dead LXXXXXXXIII	0.95	Mad Max LXXXXXXVII	0.95	Thunder	0.95
Baroness LXXXXXXX	2.95	Dead LXXXXXXXIV	0.95	Mad Max LXXXXXXVIII	0.95	Thunder	0.95
Baroness LXXXXXXI	2.95	Dead LXXXXXXXV	0.95	Mad Max LXXXXXXIX	0.95	Thunder	0.95
Baroness LXXXXXXII	2.95	Dead LXXXXXXXVI	0.95	Mad Max LXXXXXXX	0.95	Thunder	0.95
Baroness LXXXXXXIII	2.95	Dead LXXXXXXXVII	0.95	Mad Max LXXXXXXI	0.95	Thunder	0.95
Baroness LXXXXXXIV	2.95	Dead LXXXXXXXVIII	0.95	Mad Max LXXXXXXII	0.95	Thunder	0.95
Baroness LXXXXXXV	2.95	Dead LXXXXXXXIX	0.95	Mad Max LXXXXXXIII	0.95	Thunder	0.95
Baroness LXXXXXXVI	2.95	Dead LXXXXXXXX	0.95	Mad Max LXXXXXXIV	0.95	Thunder	0.95
Baroness LXXXXXXVII	2.95	Dead LXXXXXXXI	0.95	Mad Max LXXXXXXV	0.95	Thunder	0.95
Baroness LXXXXXXVIII	2.95	Dead LXXXXXXXII	0.95	Mad Max LXXXXXXVI	0.95	Thunder	0.95
Baroness LXXXXXXIX	2.95	Dead LXXXXXXXIII	0.95	Mad Max LXXXXXXVII	0.95	Thunder	0.95
Baroness LXXXXXXX	2.95	Dead LXXXXXXXIV	0.95	Mad Max LXXXXXXVIII	0.95	Thunder	0.95
Baroness LXXXXXXI	2.95	Dead LXXXXXXXV	0.95	Mad Max LXXXXXXIX	0.95	Thunder	0.95
Baroness LXXXXXXII	2.95	Dead LXXXXXXXVI	0.95	Mad Max LXXXXXXX	0.95	Thunder	0.95
Baroness LXXXXXXIII	2.95	Dead LXXXXXXXVII	0.95	Mad Max LXXXXXXI	0.95	Thunder	0.95
Baroness LXXXXXXIV	2.95	Dead LXXXXXXXVIII	0.95	Mad Max LXXXXXXII	0.95	Thunder	0.95
Baroness LXXXXXXV	2.95	Dead LXXXXXXXIX	0.95	Mad Max LXXXXXXIII	0.95	Thunder	0.95
Baroness LXXXXXXVI	2.95	Dead LXXXXXXXX	0.95	Mad Max LXXXXXXIV	0.95	Thunder	0.95
Baroness LXXXXXXVII	2.95	Dead LXXXXXXXI	0.95	Mad Max LXXXXXXV	0.95	Thunder	0.95
Baroness LXXXXXXVIII	2.95	Dead LXXXXXXXII	0.95	Mad Max LXXXXXXVI	0.95	Thunder	0.95
Baroness LXXXXXXIX	2.95	Dead LXXXXXXXIII	0.95	Mad Max LXXXXXXVII	0.95	Thunder	0.95
Baroness LXXXXXXX	2.95	Dead LXXXXXXXIV	0.95	Mad Max LXXXXXXVIII	0.95	Thunder	0.95
Baroness LXXXXXXI	2.95						



Castle Computers

DEPT C.U.1
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLAND
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

CASTLE COMPUTERS — OFTEN IMITATED — NEVER BEATEN — PHONE US FOR SPECIAL OFFERS

CISA CLEARANCE		CISA CLEARANCE		CISA CLEARANCE		CISA CLEARANCE		CISA CLEARANCE	
Amiga	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Arachnoid	1.65	*****	*****
Amiga II	2.75	Enduro Road	1.95	Tiger	1.95	The Unsubscribes	1.95	*****	*****
Amiga III	2.95	Enduro Road	1.95	Tiger in the Snow	2.95	Girls Who	1.95	*****	*****
Amiga IV	2.95	Enduro Road	1.95	G.I. Hero	1.95	W. Tyn	1.95	*****	*****
Amiga V	2.95	Enduro Road	1.95	Seamaster	2.95	After Battle	1.95	*****	*****
Amiga VI	2.95	Enduro Road	1.95	Tiger in the Snow	1.95	Corporate	2.95	*****	*****
Amiga VII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Thurston Hunt	1.95	*****	*****
Amiga VIII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga IX	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga X	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XI	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XIII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XIV	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XV	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XVI	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XVII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XVIII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XIX	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XX	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXI	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXIII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXIV	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXV	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXVI	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXVII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXVIII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXIX	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXX	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****

BEST SERVICE THAN EVER BEFORE
AT A COMMODORE USER IN ALL ORDERS.
UNDER £5. OVER £5 P & P IS FREE
AS 2 PER TAPE

NOW'S THE TIME TO BUY

CISA CLEARANCE		CISA CLEARANCE		CISA CLEARANCE		CISA CLEARANCE		CISA CLEARANCE	
Amiga	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Arachnoid	1.65	*****	*****
Amiga II	2.75	Enduro Road	1.95	Tiger	1.95	The Unsubscribes	1.95	*****	*****
Amiga III	2.95	Enduro Road	1.95	Tiger in the Snow	2.95	Girls Who	1.95	*****	*****
Amiga IV	2.95	Enduro Road	1.95	G.I. Hero	1.95	W. Tyn	1.95	*****	*****
Amiga V	2.95	Enduro Road	1.95	Seamaster	2.95	After Battle	1.95	*****	*****
Amiga VI	2.95	Enduro Road	1.95	Tiger in the Snow	1.95	Corporate	2.95	*****	*****
Amiga VII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Thurston Hunt	1.95	*****	*****
Amiga VIII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga IX	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga X	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XI	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XIII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XIV	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XV	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XVI	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XVII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XVIII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XIX	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XX	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXI	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXIII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXIV	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXV	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXVI	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXVII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXVIII	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXIX	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****
Amiga XXX	2.95	Enduro Road	1.95	Shadow Warriors	1.65	Mothers of the Lanes	1.95	*****	*****

BABY EINSTEIN

CHIP JOYSTICK ALWAYS LIKES A GOOD COMPUTER GAME. HE'S PLAYED THEM ALL, FROM PACMAN TO SONIC BOOM ROCKET WARS - FROM SPACE INVADERS TO DEATH COMMANDOS AT THE DISCO. IT TAKES A LOT TO THRILL OUR BOY, AND CHRISTMAS IS USUALLY A LITTLE DISAPPOINTING FOR HIM. BUT THIS YEAR THERE'S A SEASONAL SURPRISE IN HIS STOCKING...

I THOUGHT I KNEW ALL THE NEW GAMES WELL IN ADVANCE, BUT THIS IS A NEW ONE TO ME!

VERY FESTIVE WRAPPING PAPER, BUT NO TAG - SO I DON'T EVEN KNOW WHO THE HECK IT'S FROM, A REGULAR MYSTERY!

'BABY EINSTEIN' EH? WELL LET'S SEE WHAT THIS IS ALL ABOUT...



BEEP!

HI, CHIP! I'M DOT MATRIX FROM 'BABY EINSTEIN'. KID, I'M GOING TO SHOW YOU THE BEST TIME EVER!

HIT THE 'PRINT' BUTTON AND COVER YOUR EYES!



OK!

THAT'S CLEVER

OKEY DOKEY, CHIP - HOW'D YOU LIKE TO PLAY THE BEST VID GAME YOU EVER DID SEE?

SOUNDS GOOD.

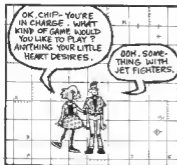
FLASH!

TAKE MY HAND AND SHUT YOUR EYES, THEN!

HEY! WHERE'D SHE GO?!!

RIGHT BEHIND YOU, BIGEARS! MY, THAT'S A NICE SHIRT - YOUR MOTHER KNIT IT FOR YOU? NEAT ROOM YOU'VE GOT HERE - THAT'S NEAT AS IN GROOVY, NOT AS IN TIDY!

POP!



CU

LETTERS

Standards

● I have owned an Amiga for almost a year now and have noticed in this time its increased presence in the games market as more and more releases have hit time as affordable. The high pricing of Amiga games is an obvious point with many owners and hence there is a need for minimalist and thorough reviews to avoid disappointment.

CU is very useful as you might expect from a mainstream magazine and the reviews are consistently well-written and often amusing.

However Mr C. Cotts letter from December's issue was a

fair and necessary comment upon recent reviews. However, the case of *Zynaps* has been repeated with the release of another Henson product *Cyberoid*. This more average strategic blaster received 87% overall which is close to a 'B' based on the old system of mark allocation. I think if the normal high standard of reviews had been maintained this product would have received a 70% or perhaps at the most 79% (being generous) considering its straight translation from the ST (ilar sound) and its tedious lack of variety in graphics as you progress into the game. The problem I think is twofold. Firstly as you said in the *Zynaps* case, the reviews are only one review's opinion. How can people relying on a fair assessment of a product take just one person's point of view and expect that to save them from disappointment?

Secondly your review was itself to percentages has increased the previous rating scale in size by 10 times. A

predict scale in my opinion would be as before but allowing for half marks on the overall rating. These numbers are far easier to interpret when comparing the ratings of different products.

I have picked out faults which I feel are important others may not think so. The reviewing of games is not accomplished perfectly by any magazine because opinions will always differ. Amiga owners want to know if a game uses the machine's capabilities well because as we all know the vast majority of games are ported over from the ST. Until the Amiga user base increases however this is unlikely to change too much.

So please inform us as you often do if an attempt has been made to improve over the ST version and ensure products are reviewed by more than one person, because not only do people have differing opinions of games, but there also are differing individual standards.

The Amiga is a young machine and software seems to be slowly improving. However if 8-bit fodder is being continually accepted as being satisfactory then surely producers are under no incentive to treat it as a stimulant for development. When you read record reviews in *Sounds* or the *NME* do you get two opinions? No. If a book is reviewed in *The Observer* do you criticise the reviewer's opinion? No way. You have to respect the reviewer's opinion. We don't employ just anyone. The scoring system has been changed to accommodate greater diversity in games and whilst we do point out differences between the Amiga and ST, most people only own the former and hence can learn nothing from a worthless comparison.

Arthur Dent

● Mike, you just haven't read yet! You've never seen Brooklyn Ultra Cricket? You said in the *Speedball* review that you didn't know what it was. I've tried to give you a quick run down on the rules.

RULE ONE: Grow at least ten extra legs. You won't

need them, but it keeps the crowd amused.

RULE TWO: Find one good Brooklyn Ultra Cricket player. Claim him off a few times. This saves an enormous amount of tedious selection and training. West Ham take note! (Point taken — John Lyall)

RULE THREE: Put your team and the opposing team in a large field and build a light wall around them.

The reason for this is that though the game is a major spectator sport, the frustration experienced by the audience is not actually being able to see what's going on. Leads them to imagine that it is a lot more exciting than it really is. A crowd that has just watched a rather humdrum game experiences far less life-affirmation than a crowd that believes it has just missed the most dramatic event in sporting history.

RULE FOUR: Throw lots of assorted items of sporting equipment over the wall for the players. Anything will do — cricket bats, heavy rubber bats, tennis rackets, skis, anything you can get a good swing with.

RULE FIVE: The players should now lay about themselves for all they are worth with whatever they find in hand. Whenever a player scores a hit on another player, he should immediately run away and apologise from a safe distance.

Apologies should be concise, sincere and for maximum clarity and points, delivered through a megaphone.

RULE SIX: The winning team shall be the first team that yawns.

For further information I suggest you consult the *Hills-Hikers Guide to the Galaxy*. Alastair Marshall, Brighton Stadium, 1st floor, Third from the left. Under the rim. Thanks for that Mr Marshall. I was just testing really. John Lyall is already playing. Joseph Mengette has a portion of Paul McCartney's big toenail so West Ham should be well and truly on the road to Wembley by the time you read this. The EFL too, is experimenting with a similar process, thus enabling him to staff the whole magazine with superior beings.



SINGLES

user

£1.60

NTL £50

No. 82

JANUARY 1989

BEACH HEAD

▼ 1+2 ▼

2 COMPLETE GAMES!

OUT NOW

REVIEWED
ROBOCOP!

REVIEWED
RAMBO III

DRAGON
NINJA

FIRST REVIEW
KILLER CONVERSION?

THUNDERBLADE
REVIEWED

NEW PC20
GAMES
RATED

88

COIN OP
AWARDS

CIRCUS CIRCUS
PLAYABLE
DEMO!!

AFTERBURNER
FREE CALENDAR
+ COIN-OP!

MONEY OFF!!
ROBOCOP +
RAMBO III

FIST PLUS
REVIEWED

WIN

TIPS ON

VINDICATOR
DEV
DOUBLE
REVIEWED

SIDE A
SPECIAL INTRO +
BEACH HEAD
FROM
182
+ POKE
+ 9

THE ULTIMATE BACKUP CARTRIDGE GOES ONE BETTER...

EVEN MORE POWERFUL, MORE FRIENDLY

TOTAL BACKUP POWER

The most powerful backup system ever devised. Unstoppable freezer system. Freeze at any point. Specially designed to work with game software. Just press the magic button to backup even the most heavily protected programs.

- TAPE TO TAPE □ TAPE TO DISK □
- DISK TO DISK □ DISK TO TAPE □

VERY fast & efficient program compaction. Single part save at TURBO speed to disk or tape. Backups turbocharged **IRONDEPOTANTLY** of the cartridge. No "programming" or user knowledge required.

THE PROCESS IS AUTOMATIC - JUST GIVE THE BACKUP A NAME.

ONLY
£34.99
POST FREE

JUST LOOK AT THESE FEATURES...

- **TURBO RELOAD.** Action Replay Mk V has 2 unique Turbo Loaders "Rainheader" & "Warp 28". Both work at up to 25 times normal speed. That means that you can load a typical program (200 blocks) in around 6 SECONDS! Just imagine your backups loading completely independently of the cartridge in seconds instead of minutes.
- **PRINTER OUMP.** Freeze any game and print out the screen. Eg. loading picture, high score screen, etc. Works with most printers, MPS 801, 803, Star, Epson, etc. Double size, 16 shades, reverse print option. Very versatile - no user knowledge required.
- **PICTURE GAVE.** Save any HiRes multi colour screen to disk at the push of a button. Compatible with Blazing Paddles, Koolha, Artist 64, Image System, etc.
- **SPRITE CONTROL.** Freeze the action - view animations. Load, save and modify sprites in any program. Flip, reverse, delete etc. Customise your games. Kill sprite collisions - make yourself invincible. 84K operations.
- **POKEFINOER GENERAL.** AN AUTOMATIC INFINITE LIVES GENERATOR! Finds those pokes which make you invincible. Very high success rate - works with both old and new programs - stops you losing lives! No user knowledge required. Great fun!
- **MULTIAGE TRAFERER.** Even transfers multistage programs from tape to disk. The extra parts that load - a unique feature. Enhancement disks required for multi-loaders (see below).
- **SUPER COMPACTOR.** Ultra efficient program compaction techniques. Each program saved as a single file. 3 programs per disk side - 11 programs per disk. If you use both sides.
- **TEXT SCREEN EDITOR.** Modify the text screen on a frozen program. Customise your games by adding your name to the title screen - change colours, etc., then make a backup. Also a great programmer's aid. Verify, relocated save; Fast format - 12 seconds. Built in file copy - works with long files. Built in 1541 disk copy - 1 or 2 drives. Read display, send disk commands. Change disk name, device number. Load direct - no need type filenames.
- **SUPERFAST DISK OPERATION.** Load 200 blocks in just SIX SECONDS. Works with any program of any length. Works with multiloop programs. Versatile - Backups, Basic, Monitor. Works with all drives including 1581. Use both sides of disk (1571). Standard format - no file conversion required. Superfast Save,

GRAPHICS SUPPORT UTILITIES DISK

A range of utilities to make the most of your high res pictures created with popular graphics utilities as captured with Action Replays unique picture grabber.

SLIDE SHOW View your favourite screens in a slide show type display. Move from screen to screen keyboard or joystick control. Very easy to use.
BLOW UP A unique utility to allow you to take any part of your picture & blow it up in full screen size. Even fits the border with powerful graphic handling techniques. Very easy to use - simple commands. An interesting utility.

SPRITE EDITOR A complete specific editor helps you create or edit sprites. Full colour display. Animals to view movements. Action Replay can capture/insert sprites with any program. This editor is a perfect companion.
MESSAGE MARKER Takes your favourite screen, creates with a graphics package or captured with Action Replay & turns it into a scrolling screen message template with music. Send screens in your friends with music & text scrolling. Simple text editor easy to use. Choice of music. An exciting utility. Finished screens stand alone. **ONLY £12.99**

WHAT I SAY REVIEWERS SAY

"... storage speed and totally impressed. This is really the best value for money cartridge. The Cartridge King!"
Commodore Disk User

ACTION REPLAY ENHANCEMENT DISK

The biggest and best collection of special parameters and file copy programs for transferring one standard multi load tape to disk. Games like LAST NINJA, CALIFORNIA GAMES LEADERBOARD, DRAGON II LAB, NINETY nine is AS. Almost all major titles covered. Latest edition includes SALAMANDER, RAWKETE, THE GAMER, STREETFIGHTER, VINDICATOR, ALLEN WITH DROME, PLATOON and many more. Just about every major multiloop title has been transferred fully to disk. Create for infinite time, lives etc.
The GRAPHIC SLIDESHOW - lists or editless displays multi colour pictures or loading screens used by Action Replay in any major Art Package. Master Paddles, Koolha, Advanced Art Studio, Artlist 64 etc. Lots of fun.
Only £8.99. Upgrade send £3.50 plus vat disk.

NOW ACTION REPLAY Mk V

OR IBM64/128

PROFESSIONAL
HAS ARRIVED

FRIENDLY & NOW EVEN MORE FEATURES!

ALL FEATURES AVAILABLE TO TAPE OR DISK USERS.

ACTION REPLAY MK V differs from all other cartridges because it combines an 8K RAM with a FULL 32K operating system ROM. That means that ALL features are INSTANTLY AVAILABLE AT ALL TIMES.

WARNING!! Other systems use outdated technology which severely limits performance. Action Replay's state of the art hardware gives you MORE POWER, MORE SPEED, MORE FACILITIES than any other cartridge. There really is no comparison. Here are just some of the features...

● **MORE TAPE FACILITIES.** Dual speed tape turbo for backups. Very fast, very reliable. Programmers tape turbo - very compatible. Even works with sequential files. Built in slideshow for hire pictures. You don't need a disk drive to use Action Replay.

● **TOOLKIT COMMANDS.** Auto line numbering. Defined function keys. Old, Delete, Merge, Append, Lineave. Print - Hot directory direct to printer. Single stroke load, save, directory. Switchable disk/tape turbo.

● **FULLY INTEGRATED OPERATION.** The MK V 'Professional' has an onboard custom LSI LOGIC PROCESSING CHIP that integrates the whole range of utilities and makes them available at the press of a button at any time.

● **CENTRONICS INTERFACE.** For parallel printers, eg Epson, Star, prints listings with graphic characters. Send escape codes - make full use of your printer's extra facilities. Auto detect of parallel printer - no special commands required.

● **PROFESSIONAL MACHINE CODE MONITOR.** Full 64k monitor available at all times. Examine all memory, registers, IO, stack of any frozen program. Full range of commands, plus the bonuses that only a high capacity RAM/ROM system can offer: Assemble, disassemble, Hex/Ascii. Interpret in Ascii or screen codes. Fill, Hunt, Compare, Transfer memory. Number conversion, Registers, Go, Load, Save, Verify (turbo, tape or disk). Two way scrolling of all screen displays. Output to printer (IBM or Centronics). Directory, error channel, 2 drive operation, Disk Monitor - read block, write block, assemble/disassemble drive memory etc. Hex calculator - add, subtract, multiply, divide. Unique set break/set freeze system. JSR Freeze. Full "floating" operation - corrupts no memory. Call Monitor from Basic or Freezer. Call Freezer from any point in your program.

AR Mk V

checks an average
MSK & LSI in
6 Seconds!!

UPGRADE INFORMATION

MSK IV Professional to MSK V Professional
just send £29.95 & we will send you a new
MSK V Operating System Chip. No need to
send your old cartridge - just plug in the
new chip!

Mk IV (standard) to Mk V Professional
send your old cartridge plus £15.95 & we
will upgrade it to Mk V Professional
(allow 14 days)

PERFORMANCE PROMISE

Action Replay will backup any program that any other cartridge can backup
and more! It also has an unmatched range of onboard features. Before you
buy, check our competitors ads to see what they offer and see how many of the
Action Replay MK V features are either not there or have to be loaded from
separate disks etc. When you buy Action Replay, if you don't find our claims
to be true then return it within 14 days for a full refund.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE



0762 744707

24hr Credit
Card Use

BY POST



Send cheque/PO made
payable to
'Datal Electronics'

0762 744292

UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME Please receive goods by telephone prior to visit

DATAL ELECTRONICS

DATAL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND

SALES ONLY
0762 744707

TECHNICAL ONLY
0762 744292



64

AMIGA

BEST COIN-OP CONVERSION

Runner up

BEST SOFTWARE HOUSE

Runner up

ARCADE GAME OF THE YEAR

Runner up

BEST SIMULATION

Runner up

BEST ADVENTURE

Runner up

BEST GRAPHICS

Runner up

BEST SOUND

Runner up

BEST STRATEGY

Runner up

READERS' POLL

Well that was the year that was, eh? We've seen the Amiga scene grow enormously and finally start delivering the goods in terms of games. The 64 has wobbled intermittently and yet managed to produce some excellent software, some of which pushes the machine to even greater limits. Anyway, that's our view, and this is the chance for you to give yours.

This year's readers poll will be added together with all EMAP's other home computer publications (Sinclair User, Computer & Video Games and The One) to determine the best games released this year. CU readers who reply obviously have their say in the voting, but if you're among twenty-five lucky voters you could win free software and a CU t-shirt! Poll on

Send your votes to CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, together with your name and address. Don't forget to state which machine you own if you want a prize.

GAME OF THE YEAR

Runner up

BEST ORIGINAL GAME

Runner up

BEST COIN-OP (ARCADE)

Runner up

BEST ROLE PLAYING GAME

Runner up

WORST GAME

BEST TV PROGRAMME

BEST LP

BEST FILM

BEST PACKAGING

THE NEW CU BINDER!



Improve your environment! Don't leave your CU's scattered over the bedroom floor. Get a binder and keep 'em nice and neat. If you don't you might just bump into this lot in a dark alley one night and they just might want to know why you didn't take their advice.

Please Send Me _____ Binders at £4.95 each including postage and packing
I enclose a cheque/postal order for £ _____
Please debit my Access/Visa Account Number _____
Amount £ _____ Expiry Date _____

Signed _____
Name _____
Address _____
Post Code _____

Please make cheques payable to EMAP Business & Computer Publications Ltd.
Allow 28 days for delivery. Return to:
COMMODORE USER Binder Offer, 14 Holkham Road, Orton Southgate,
Peterborough PE2 0UF

If you were anything less than observant last month you'll have noticed that there were a few tech-ups in the Play To Win section. Thanks to the efforts of our repro houses there was something wrong on just about every page. The Soldier of Fortune Playguide for example had numbers in the text referring to the map. However someone forgot to reverse them out so they came out black. Nothing we can do here, spaca prevents us reprinting the whole thing, but look carefully and you should be able to make them out. Remember it is numbered progressively.

2) The Starglider map looked pretty didn't it? Unfortunately someone forgot to print the maps on the grids. So you'll just have to work out your own routes.

3) The Cybermold map. Finally the piece de resistance. After we spent hours photographing the final level of Hewson's addictive game, someone forgot to print the overlay telling you which zones were which and which transporters took you where. This one we have corrected (see right) so it they were cursing us... apologize!

And now a few pokes...

AMIGA STARRAY

David Slack's listing will supply you with unlimited vaporizers. When you find yourself in trouble just hit the right mouse button to kill everything around your ship.

Method

1. For this cheat there is no need to try and make a backup as it does not alter the disk directly.
2. Load AMIGA BASIC.
3. Type in the listing printed below.
4. Save the listing on disk.
5. Run the program.
6. When you are instructed to insert the STARRAY 800T disk place it in d0:
- and wait until you see "ERROR VALIDATING DISK" in the top of the

screen. Press the mouse pointer on the "CANCEL" box. Another message will now appear saying "DISK STRUCTURE CORRUPT" press on "CANCEL" again. Listing

```
10 REM *** STARRAY
CHEAT (C) D. SLACK ***
20 check=0
30 FOR n=401408& TO
401552& STEP 2
40 READ a$
50 e=VAL("&h")+a$)
60 check=check+a
70 POKEW n,a
80 NEXT n
90 IF check<420627&
THEN PRINT "ERROR IN
DATA":END
100 cheat=401408&
110 PRINT "PLEASE
INSERT YOUR MAIN
STARRAY DISK IN DFO:
AND"
120 PRINT "AFTER
SELECTING CANCEL
TWICE PRESS ANY KEY"
130 a$=INKEY$:IF
a$=" " THEN 130
140 CALL cheat
150 DATA 43FA, 0066,
23C9, 0000, 0010,
2A7C, 0005, 1000
160 DATA 2C79, 0000,
0004, 93C9, 4EAE, FEDA
2840, 0010
170 DATA 224D, 4EAE,
FE9E, 227C, 0005,
0000, 4280, 42F1
180 DATA 41F9, 00FE,
88C4, 4EAE, FE44,
4A80, 6600, 0052
190 DATA 247C, 0007,
F000, 234D, 000E,
337C, 0002, 001C
200 DATA 234A, 0028,
2037, 0000, 1000,
0024, 237C, 0000
210 DATA 2C00, 002C,
4EAE, FE38, 41FA,
0010, 23C8, 0007
220 DATA F41C, 5339,
0007, F05A, 4ED2,
41F9, 0003, C670
230 DATA 20FC, 4E71,
4E71, 30FC, 4E71, 4EF9,
0003, 8000
240 DATA 4E75
```

VIRUS

This listing from David Slack will allow you to enter the number of lives and the number of missiles that you wish to have, between 1 and 255 for each.

Method

1. For this cheat there is no need to try and make a backup as it does not alter the disk directly.

2. Load AMIGA BASIC.
3. Type in the listing printed below.
4. Save the listing on disk.
5. Run the program.
6. When you are instructed to insert the virus disk place it in d0: and wait until you see "ERROR VALIDATING DISK" in the top of the screen. Press the mouse pointer on the "CANCEL" box. Another message will now appear saying "DISK STRUCTURE CORRUPT" press on "CANCEL" again.
7. Now just enter the number of lives and missiles when asked and the game will now load.

```
Listing
10 REM *** VIRUS
CHEAT (C) DAVID SLACK
***
20 check=0
30 FOR n=263424& TO
263614& STEP 2
40 READ a$
50 e=VAL("&h")+e$)
60 check=check+e
70 POKEW n,e
80 NEXT n
90 IF check<717498&
THEN PRINT "ERROR IN
DATA":END
100 cheat=263424&
110 PRINT "PLEASE
INSERT YOUR VIRUS
DISK IN DFO: AND"
120 PRINT "AFTER
SELECTING CANCEL
TWICE PRESS ANY KEY"
130 a$=INKEY$:IF
a$=" " THEN 130
140 PRINT:PRINT "How
many lives do you want
1-255"
150 INPUT lives:IF lives
<1 OR lives>255 THEN
150
160 PRINT:PRINT "How
many missiles do you want
1-255"
170 INPUT miss:IF miss
<1 OR miss>255 THEN
170
180 POKEW 263438&,
lives
190 POKEW 263458&,
miss
200 CALL cheat
210 DATA 23FC, 0004,
059C, 0000, 0010,
23FC, 33FC, 0003
220 DATA 0000, 0800,
23FC, 0006, 4164,
0000, 0804, 23FC
230 DATA 33FC, 0003,
0000, 0808, 23FC,
0006, 416C, 0000
240 DATA 080C, 23FC,
4EF8, 1000, 0000,
```

```
0810, 287C, 0005
250 DATA 0000, 2A7C,
0005, 1000, 2C79,
0000, 0004, 93C9
260 DATA 4EAE, FEDA,
2840, 0010, 224D,
4EAE, FE9E, 224C
270 DATA 234D, 000E,
4280, 4281, 41FA,
0042, 4EAE, FE44
280 DATA 4A80, 6600,
0036, 224C, 337C,
0002, 001C, 237C
290 DATA 0004, 0000,
0028, 237C, 0000,
0400, 0024, 42A9
300 DATA 002C, 2C79,
0000, 0004, 4EAE,
FE38, 33FC, 0800
310 DATA 0004, 01F2,
4EF9, 0004, 000C,
4E75, 7472, 6163
320 DATA 6864, 6973,
682E, 6465, 7669,
3365, 0000, 0000
```

BIONIC COMMANDO

David Slack's tasty listing will allow you to enter the number of lives that you wish to have.

Method

1. Make a backup copy of your Bionic Commando disk on to a blank disk.
 2. Load AMIGA BASIC.
 3. Type in the listing printed below.
 4. Save the listing on disk.
 5. Run the program.
 6. When the program finishes and the drive light has gone out, reset the computer and load the backup to play the game with your chosen number of lives.
- Listing
- ```
10 PRINT TAB(10)***
Bionic Commando cheat
(C) DAVID SLACK ***
20 PRINT:PRINT "Insert
your Bionic Commando
backup disk in d0:"
30 PRINT "and press a
key:"
40 WHILE a$=" "
50 a$=INKEY$
60 END
70 OPEN "R", #1, "d0:
bionic", 1
80 FIELD #1, 1 AS I%
90 PRINT:PRINT "How
many lives do you want
1-128:"
100 INPUT n
110 IF n<1 OR n>128
THEN 100
120 LET IS=CHRS(n)
130 PUT #1, 1620
140 CLOSE #1
150 PRINT "finished"
160 END
```

# PLAY TO WIN

64

## RAMBO III

This listing will stop mines and trapdoors killing you and will give you infinite energy on parts 1 and 2 and give you invincibility on part 3. Type it in, load the game and follow the on-screen instructions.

```
0 REM RAMBO 3 CHEAT
8 Y H M PUGH 1988
1 FOR X = 325 TO 414:
 READY: C=C+Y: POKE X,
 Y: NEXT
2 IF C = 9312 THEN POKE
157, 128: SYS 325
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245,
169, 32, 141, 84, 3, 169,
91, 141, 85, 3
6 DATA 169, 1, 141, 86,
3, 96, 72, 77, 80, 72,
169, 107, 141
6 DATA 89, 1, 169, 1,
```

```
141, 90, 1, 104, 173, 32,
208, 96, 169
7 DATA 128, 141, 135,
15, 169, 1, 141, 136, 15,
32, 143, 1, 169
8 DATA 76, 141, 156, 1,
76, 0, 4, 173, 183, 149,
201, 81, 240
9 DATA 8, 169, 173,
141, 91, 31, 76, 75, 16,
169, 96, 141, 234
10 DATA 149, 141, 182,
149, 169, 173, 141, 76,
49, 96, 75, 16
```

## PAC-MANIA

Thanks to Martin Pugh for sending us a listing with infinite smiles.

```
0 REM *** PAC-MANIA
CHEAT BY H M PUGH

1 REM ***** INFINITE
PACMEN *****
2 FOR X = 320 TO 357:
 READY: C=C+Y: POKE X,
 Y: NEXT
```

```
3 IF C = 3695 THEN POKE
157, 128: SYS 320
4 PRINT "DATA ERRDR"
5 DATA 32, 86, 245,
169, 81, 141, 202, 2,
169, 1, 141, 203, 2
6 DATA 96, 72, 77, 80,
169, 94, 141, 134, 5,
169, 1, 141, 135
7 DATA 5, 76, 0, 4, 169,
165, 141, 104, 111, 76,
0, 56
```

## OPERATION WOLF

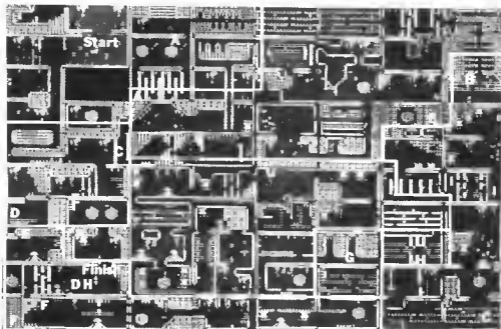
If Ocean's conversion is proving too hot, back up at hand in the shape of another life-saving Martin Pugh listing. This'll give you infinite magazines, grenades and a spot of invincibility. Go get 'em!

```
0 REM *****
OPERATION WOLF
CHEAT BY H M PUGH
```

1988 \*\*\*\*\*

```
1 REM ***** INFINITE
MAGAZINES/GRENADES
& INVINCIBILITY *****
2 FOR X = 53231 TO
53264: READY: C=C+Y:
POKE X, Y: NEXT
3 FOR X = 816 TO 825:
 READY: C=C+Y: POKE X,
 Y: NEXT
4 IF C = 4880 THEN POKE
157, 128: SYS 53231
5 PRINT "DATA ERROR"
6 DATA 32, 86, 245,
169, 32, 141, 84, 3, 169,
0, 141, 85, 3, 96
7 DATA 72, 77, 80, 72,
169, 165, 141, 169,
140, 141, 136, 136,
169, 9, 141
8 DATA 254, 128, 76,
48, 3, 169, 173, 141, 35,
137, 104, 173, 32, 208,
96
```

Cyberboid showing the zones and their transporters



# STAR TREK

Programmer Richard Hewson peruses the Captain's log and provides Trakkies with some totally logical playtips for Telecom's long awaited game.

## STARTING

The first few initial plays should be used to explore the game and note the co-ordinates of federation or neutral systems where you can get repairs, weapons, energy etc. Especially note the location of an orbital discontinuum for when you encounter the dreaded catastrophe pods. There is one at Perrien (64.31.70 in the Q Zone). Also note how you got to the system to save time later on. Discovering the quickest route to a system could save your ship from destruction.

There are also some very useful planets to visit. Archive Complexes will give you hints on how to stop the mutiny. On some life-supporting planets you will find Guardians of Knowledge. If you ask Spock to mind meld with them, they disclose information regarding the location of systems with very useful objects.

For battles, a hot shot device is always very useful. Instead of half a dozen hits to destroy an attacking enemy ship, they usually reduce the hits to two or three at the most, saving you from making constant trips to a fed or indep weapons dump (which also wastes energy, engines etc). There is one on the life-supporting planet in Cernial (69.1960).

As detailed in the manual, the Cerenkov crystal at Xuram (56.29.46) should be the first object to be installed when you play as it reduces the drain on warp engines considerably. As a general rule, don't always go at full speed to each system but travel one warp below the maximum allowed. Don't stay on the star globe screen when travelling to

new systems as the globe does not update if you watch it. Instead, check on the Enterprise or the state of the engines etc. You can switch to the system map screen even though you aren't in a system. You will know of your arrival as the map of the new system will automatically appear.

## NAVIGATION

This is probably the hardest part to learn in the game. Once you have the co-ordinates of a system that you want to visit (e.g. Cerlun is at 19.25.61), you should understand what the three figures within the co-ordinates are. The first figure (19) is the X co-ordinate, which refers to the horizontal axis (left to right) in the star globe. The second figure (25) is the Y co-ordinate which relates to the vertical axis (up and down) within the star globe. The last figure (61) is the Z co-ordinate, which measures how far in or out of the star globe the system is. (Remember this is a 3D navigational system).

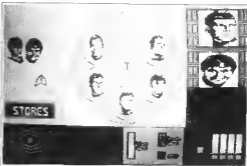
Before you start, stop the star globe whilst in the Q zone when Hazon is on the far middle right of it. This will ensure that the X co-ordinates reduce from the left of the globe across to the right.

If you have the co-ordinates of the system you wish to find, then you should first scan the Quarantine zone to see if the planet is in that zone. If not, then you should select the system whose co-ordinates are nearest to the ones you want and head there. Once there, you should simply look in the regional zone or the local zone. However, you might not always be able to

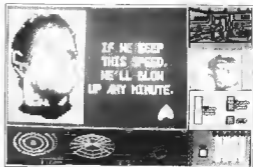


Aboard the Enterprise

Dial A-Trakkie?



# PLAY TO WIN



Scotty's words of wisdom.



The voice of logic

look in the R or L zone for the system. If you still don't find it, then concentrate next on the X co-ordinate. It doesn't matter too much if you deviate away from the Y co-ordinate again, as long as you don't stray too far away. Once you are close to matching both X and Y co-ordinates, look in the R or L zone and you should find the planet you're looking for.

## WINNING STRATEGIES

When you have a lot of information on other systems and the location of special objects, you should chose a strategy from the manual to complete. Always use the quickest route to a planet to save time, and make regular saves (you can only save eight games on one disc in the C64 version and you can't save a new game file (e.g. no. 1) over an old one).

## GENERAL

When you beam down to a life-supporting planet for the first time, take only three crew members with you, in case they do something wrong on the planet which injures the entire party — they can be beamed back up and replaced by three more until they have recovered. **LIVE LONG AND PROSPER!**

find a system in the Q zone which is close to the one you want. If not, then you should concentrate on the Y (or middle) co-ordinate that you are looking for, and head for a system that

is near to or shares that value. (e.g. 25 for Cerlun). However, still be careful not to go to a system whose Z co-ordinate is very different from the one you want (e.g. going to

26.25.04 to find 19.25.61). You might find a system with the first two the same, but you'll still be light years away because of the Z co-ordinate! Once the Y co-ordinate matches,

# DATEL ELECTRONICS



## 256K SUPEROM EXPANDER

- ☐ Select instantly from 8 sockets which accept up to 32K EPROM each
- ☐ Program your own EPROMs using our EPROM programmer
- ☐ No need to have lots of cartridges just make a selection from the Superom menu
- ☐ Fully reset device on power up
- ☐ Select any slot under software controls
- ☐ Unique EPROM generator feature will take your own programs back on m/c & turn them into automatic EPROMs (EPROM burner required)
- ☐ Accepts 2764/27128/27256 EPROMs
- ☐ On board unprogrammable reset
- ☐ On board operating systems on programs to load

ONLY £29.99



## RESET CARTRIDGE

- ☐ Unstoppable reset button
- ☐ NOTE: User port shaper type reset buttons offered by others are not unstoppable
- ☐ Resets even so called "unstoppable" programs
- ☐ Add pulses from magazines etc.
- ☐ Fits in cartridge port
- ☐ Simply plug in

ONLY £5.99



## 3 SLOT MOTHERBOARD

SAVE WIRE & TRAIL OR YOUR EXPANDER PORT

- ☐ Accepts 3 cartridges
- ☐ Switch in/out any slot
- ☐ Onboard safety fuse
- ☐ Fully buffered
- ☐ High grade PCB
- ☐ Reset button

ONLY £16.99



## MIDI 64

FULL MIDI INTERFACE FOR THE 64/128 AT A REALISTIC PRICE

- ☐ MIDI in/MIDI thru/2 x MIDI out
- ☐ Compatible with most leading software packages

ONLY £29.99



## DIGITAL SOUND SAMPLER

- ☐ The new sampler allows you to record any sound digitally into memory & then replay it with astounding effects
- ☐ Playback forwards/backwards with echo/reverb/frag modulation
- ☐ Rew with full sound editing module to produce outstanding effects
- ☐ Full 8 bit D to A & ADC conversion
- ☐ MIDI compatible with suitable interfaces (i.e. Datai unit for £29.99 see ad.)
- ☐ Live effects menu includes real time display of an waveform
- ☐ Line in/line out/line mix/feedback controls
- ☐ Powerful sequencer with 8 editing features
- ☐ Load/save sample
- ☐ Up to 8 samples in memory at one time
- ☐ Tapes on disk (please state)
- ☐ Complete software/hardware package

ONLY £49.99

## COM-DRUM

### DIGITAL DRUM SYSTEM

- ☐ Now you can turn your digital sound sampler into a digital drum system
- ☐ 8 digital drum sounds in memory at one time
- ☐ Complete with 3 drum kits
- ☐ Real drum sounds not synthesized
- ☐ Creates superb drum rhythms with real & tap time
- ☐ Full editing, Menu driven
- ☐ Overlay to hi-8 or through TV speaker
- ☐ Load/save facilities

ONLY £9.99

STATE TAPE OR DISK

## COM-DRUM EDITOR

- ☐ 24 drum sounds supplied on disk to enable you to construct your own drum kit
- ☐ Re-arrange sounds supplied with a Com-Drum to make new kits
- ☐ Load/save facilities

ONLY £4.99 DISK ONLY

## DATA RECORDER

- ☐ Quality Commodore compatible Beta recorder
- ☐ Pause control, controls, etc.
- ☐ Suitable for 84/128
- ☐ Good save for quick delivery

ONLY £24.99

## DEEP SCAN BURST NIBBLER™

- ☐ The most powerful disk nibbler available anywhere, at any price
- ☐ Burst Nibbler is actually a two part system - a software package & a parallel cable to connect the 1841/1870/1871 to 84/128 (state type)
- ☐ What does Burst Nibbler do? Conventional nibblers have to decode the data from the disk before it can transfer it using the serial bus - where most standard Beta is unformatted they are lost. Burst Nibbler transfers Beta on an OCB mode via the parallel cable without the need to decode it so you get a perfect copy of the original
- ☐ It will nibble up to 41 tracks
- ☐ Copy a whole disk in under 2 minutes
- ☐ Full instructions

& Regular updates - we always ship the latest & fitted in minutes - no soldering usually required. £19.99 or 1/2 tracks & its need to buy parallel cable if you have Disk Drive/Dolphin etc. & Cable has through-hole extensions for extra add on

Writer's choice Fastlink on at Burst Nibbler? Fast Hack can be unbeatable value as no "off transfer" with nibblers. 1 in 2 drive copy format. £19.99 or 1/2 tracks etc. so if you have a more general requirement perhaps Fast Hack is the way. Burst Nibbler is a pure nibbler second to none for the reasons stated. So if it's just making backups you are interested in, there is no other product in the field!

ONLY £24.99 COMPLETE SOFTWARE ONLY £12.99

CABLE ONLY £14.99



## ROBOTEC 64

MODEL & ROBOT CONTROL MADE EASY

- ☐ 8 output channels - each with a forward relay
- ☐ 4 input channels - each fully buffered TTL level sensing
- ☐ Analogue input with full 8 bit conversion
- ☐ Voice input for voice control
- ☐ Software features: foot mode/analogue measurement/voice control/digital readout etc

ONLY £39.99

INCLUDING HARDWARE/SOFTWARE/MIC, ETC./STATE TAPE OR DISK



## TOOLKIT IV

### THE ULTIMATE DISK TOOLKIT FOR THE 1540/1541

- ☐ A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than most for less
- ☐ DISK DOCTOR V2 Read & write any track & sector including extra & renumbered tracks. Repair damaged sectors. Look underneath read errors
- ☐ READER/GAP EDITOR Decodes & displays all header information including off bytes & header gap. Rewrites the entire header & header gap. Renumber sectors. Also add any sector tail gap
- ☐ DISK LOOK: Best directory browser last file. Display file start & end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Ram
- ☐ FILE COMPACTOR: Can compact machine programs by up to 50%. Saves disk space. Compacted programs run as normal
- ☐ FAST DISK COPY: Copy an entire disk in 2 minutes or less using single 1541
- ☐ FAST FILE COPY: Selective file copy. Works at up to 6 times normal speed
- ☐ FORMATTER 10 second format to verify disk on format any individual track or half track 0 to 41. Re-format any of 30 parameters to create or recreate unique disk formats
- ☐ ERROR EDIT: Quickly find & recreate all read errors including track & renumbered tracks. Delete & half tracks from 0 to 41. Even recreate data under error & allows you to reduce any secondary parameters

ONLY £9.99

# DATTEL ELECTRONICS



## NEW CLONEMASTER

- ☐ The most effective tape to tape back up board available.
- ☐ Makes perfect backups of your tape easily & effectively!
- ☐ No user knowledge needed at all.
- ☐ On board TTL logic circuitry actually shapes the program & sends a perfect signal to the record cassette - producing a copy better than the original in many cases.
- ☐ S.E.D. indicates where when data is being transferred to avoid rewinding tape.
- ☐ Writes with almost any program including multi-loaders, Turbo 8 even your manual type turbo.
- ☐ Requires access to two Cist compatible data records.
- ☐ Simply press "Play" on a recorder & presto! Record on the other - that's it!
- ☐ You now even make a backup while you're loading the program.
- ☐ This is a total hardware solution - no programs to load - the results are amazing!

ONLY £9.99



## TURBO ROM II

TURBO ROM II IS A REPLACEMENT FOR THE ACTUAL KERNAL INSIDE YOUR 64. IT PROVIDES SUPERFAST LOAD/SAVE ROUTINES.

- ☐ Loads most programs at 4-6 times normal speed
- ☐ Saves at 4-6 times normal speed as well
- ☐ Improved DOS support including 10 sec. format.
- ☐ Programmed function keys load, directory, old etc
- ☐ Return to normal kernal at a flick of a switch.
- ☐ PCOPY: 250 block file copier
- ☐ FLOAD: optional I/O loader
- ☐ Plus lots more
- ☐ Fitted in minutes - no soldering actually required! (On some 64's the ROM may have to be desoldered)

ONLY £14.99



## SMART CART

- ☐ 32K pseudo ROM.
- ☐ Lifetime battery lasts up to 5 years.
- ☐ Simply load the program you require & flip the switch. The cartridge now does the removed just like a ROM cartridge
- ☐ Make your own cartridges including assistant types without EPROM burner. 32K version - 4 & 8K pages.
- ☐ Some knowledge of M/C is helpful - but full instructions included.
- ☐ I/O 2 slots open for special programming techniques

ONLY £29.99

## RAM DISK

- ☐ Turn your Smart Cart into a 32K Ram/disk
- ☐ 32K of instant storage area for files/programs
- ☐ Disk type commands load save, directory, search
- ☐ Program data retained when computer is switched off
- ☐ Full manual & set with instructions.

ONLY £9.99

## ROBOTARM

- ☐ Explore the fascinating science of Robotics with this full feature RobotArm
- ☐ Human like dexterity with 9 axis of movement. It is as versatile. It can manipulate small objects with amazing ability
- ☐ Comes with Accessories including Finger Jaws, Magnetic Attachment, Shovel Scoop, 4 Shishkabob Darts, etc

## INTERFACE OFFER

- ☐ Unique Software/Hardware package to allow you to interface your computer with the Robotarm.
- ☐ Train made shows you to store & then repeat movement sequences



## EPROMMER 64™

- ☐ A top quality, easy-to-use EPROM programmer for the 64/128
- ☐ Fully seen a driven software/hardware package makes programming/loading/verifying/copying EPROMs simplicity itself
- ☐ Will program 2716, 2764, 27128 & 27256 chips, 12, 8, 31 or 26 volts
- ☐ Fits into user port for maximum compatibility with cartridges/Supernum board etc.
- ☐ Full feature system - all functions covered like device check/verify
- ☐ We believe EPROMMER 64 is the most comprehensive, most friendly & best value for money programmer available for the 64/128
- ☐ Meet us anytime for Supernum Board, Cartridge Development System, on kernal expanders or indeed any EPROM base project.
- ☐ Comes complete with instructions plus the cartridge handbook

ONLY £49.99

COMPLETE



## BLUE CHIP DRIVE



- ☐ External power supply for cost operation.
- ☐ Even works in 1071 double sided mode (128 model).
- ☐ Fully C84/128 compatible.
- ☐ This drive is now probably the most compatible drive available for the Commodore. More so than even Commodore own 1061C
- ☐ Supplied complete with all cables - no more to buy
- ☐ At last, a top quality drive at a reasonable price.

ONLY £129.99

ADD £8.00 FOR COURIER DELIVERY

## ULTRA CRUNCHER

- ☐ The ultimate cartridge based program compressor
- ☐ Compresses by up to 30%
- ☐ 2 compressing programs on one cartridge
- ☐ Fast loading/saving routines.
- ☐ Full DOS support including full format.

ONLY £12.99<sup>on cartridge</sup>

Available as chip only for 208K Supernum Board too

ONLY £7.99

## FAST HACK'EM™

- ☐ Multi Module Disk Nibbler - all on one disk
- ☐ Single 1041 Nibbler - Copy a disk in 2 minutes
- ☐ Super fast File Copy under 9 seconds typically
- ☐ Plus unique "Parameters" mode. These files "unlock" the more heavily protected programs with a parameter for a particular brand or even single program
- ☐ No other product is such a good "All Rounder" at this price

ONLY £9.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

## HOW TO ORDER...

### BY PHONE



0782 744707  
24hr Credit  
Card Line

### BY POST



Send cheque/POs made payable to "Datel Electronics"

### FAX

0782 744292

USE ORDERS POST FREE  
EUROPE ADD £1  
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS  
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME Please receive goods by telephone prior to visit

# DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE  
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY

0782 744707

TECHNICAL ONLY

0782 744324

# LAST NINJA 2

Ricky and Roger Wong from Northern Ireland completed Last Ninja II, and have decided to pass on some pretty comprehensive hints, plus the accompanying map.

## KEY

- A: START
- B: COTTLE
- C: COMPUTER TERMINAL
- D: TRAPDOOR
- E: ELECTRIC CABLES
- F: STAFF
- G: GRILLE
- H: HAMBURGER
- I: CREDIT CARD
- J: DRUGS
- K: KEY
- L: MEAT
- M: MAP
- N: MANHOLE KEY
- O: ORB
- P: PANTHER
- Q: TROLLEY
- R: ROPE
- S: SWORD
- T: TORCH
- U: MUNCHUKAS
- V: SECRET PANEL
- W: SWITCH
- X: SHURIKEN STAR
- Y: CONNECTING SCREENS
- Z: EXIT

## LEVEL 1: CENTRAL PARK

You must collect the bottle (from the tramp) and manhole key (from workmen's hut) to progress. The hamburger and sword are also useful, to enter the shop at the end of the main street, you have to kick the door in. Wait for the pedestrian light to turn green before crossing the road. Head for the manhole cover in the pavement, open it using the key, and slip down to the third level.



g to the  
trap, key  
they don't  
the two women  
Watch pair this  
Open the gate by  
jump, into the  
Take the side path and  
to land in the arena  
jump back into the  
to the left. This should now  
to jump across the river (jump at  
and exit to the second level

the grille key. Open the  
first section to climb  
down - a lower level.

Take the middle door of the first  
down the left-hand door of the  
second three, ignore the first two  
then go through the left-hand door of  
the first pair.

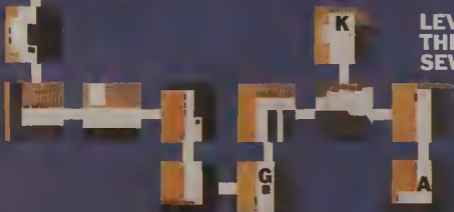
To defeat the croc, light the bottle  
with the torch on the wall, and hit it  
at the beetle's head. Exit to the third  
level.

# PLAY TO WIN

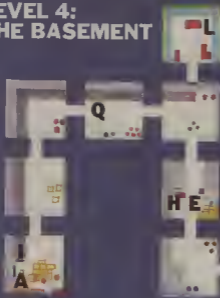
## LEVEL 2: THE STREET



## LEVEL 3: THE SEWERS



## LEVEL 4: THE BASEMENT



## LAST NINJA 2

Climb up onto the network, go back a screen and collect the credit card. Follow the network to the end and enter the room. Having defeated the guardian, you can then take the meat from the dog bowl.

Avoid all the electricity cables and trolley tracks on the floor.

Once in the lab, walk to the left and around the corner to get the meat in the box of suspicious-looking white powder against the wall. Go back round the corner and feed the meat to the panther. While the panther is tripping out, sneak past and exit the level using the lift at the end. The credit card is used here to open the doors.

## LEVEL 5: THE OFFICE BLOCK



In the first room on your left, access the computer terminal and write down the four-digit code you need on

on to the end of the blue corridor and take the lift on the left. To continue, you must lift the pin on the hand code to open a secret panel.

Reaching the large fan, approach it right against the wall. It'll should give you enough room to compensate for being blown towards the edge of the walkway. Don't try and jump it.

Go through the grate rather than climb the ladder. Make your way along the building ledge, and then jump onto the helicopter ladder, which takes you to level six.

# PLAY TO WIN

## LEVEL 6: THE MANSION

## LEVEL 7: THE FINAL BATTLE



First, turn the helicopter around, then move onto the right-hand one, and finally to the single block on the roof. Make your way to the spotlight and drop down.

Collect the bell-pull (ropes) by the bed in the second room, then go back through the first door (if you go down the stairs, an alarm sounds, alerting the guards.) Enter the dumb waiter at the rear of the room and climb down to the kitchen on the lower floor.

Move into the hallway, and then take the doorway hidden behind the large potted plant to go into the cellar.

Turn on the lights using the panel by the doorway, and then move through the maze into the boiler room. Activate the second switch on the boiler to redirect the steam, allowing you to pass through the doorway into the last level.

Open the safe using the four-digit code, and take the orb out to reveal Kunireki. To defeat him, you must light all the candles before he weakens. This done, you must replace the orb in the safe to complete the game.

KRAK!

BATCAVE

BATARANG

START

FOO

TORCH  
MASK

BULB

BATMAN

HAMMER

6

FOOD

7

8

FOOD

6

FUN  
HOUSE

HARMONICA

7

ELPHANT

8

9

FOOD

JOKE  
CARD

10

11

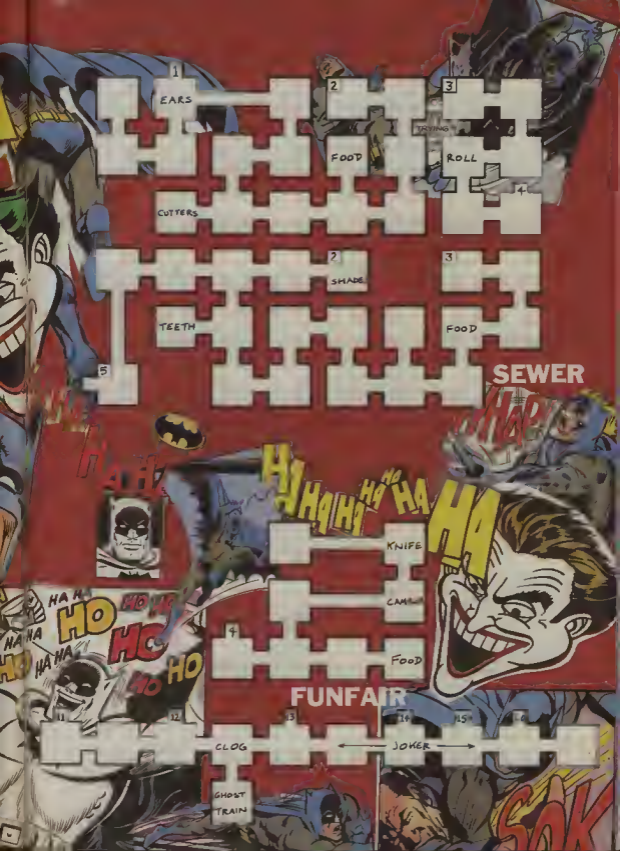
12

13

MONEY

14

15



1  
EARS

2  
FOOD

3  
ROLL

CUTTERS

2  
SHADE

TEETH

3  
FOOD

SEWER

KNIFE

CAMERA

FOOD

FUNFAIR

CLOG

JOKER

GHOST  
TRAIN

# ELITE

THE ULTIMATE SPACE SHOOTER



A Thargoid mothership — the nastiest thing you couldn't wish to meet in the solar system

## WALKY

The main objective at the start of your new career is to get on with the job of equipping your Cobra Mk III and obtaining, in Elite parlance, an *Iron Ass* (and, presumably, rust-stained underpants.) This takes money, and the quickest way of earning some cash is to settle into a trade routine between Leosti and Diso. Take furs from Lave to Leesti, and then simply shuttle back and forth between Leosti and Diso taking either food or furs, since these commodities are the most cost effective.

Alternatively, the more adventurous can plunge on into unknown territory, but don't bother visiting any of the more dangerous

planets since you're bound to get attacked, and with only a crappy pulse laser at your disposal, you tend not to last very long.

Once the old bank balance is looking a bit healthier, the first thing on the shopping list should be a *Large Cargo Bay*, to make each journey all the more fruitful, cash-wise.

Then, you should go for a *Beam Laser*. This makes tending off the occasional pirate attack that bit easier — but don't get cocky and visit an Anarchy planet, or you'll find yourself floating home knowing where you have heard that before...

Next on the shopping list is an *ECM System*. No more worries about incoming missiles that you

can't get a bead on, using electronic counter measures enables you to destroy any missiles in the immediate future.

A *Docking Computer* is probably the next most useful item, since all that manual docking gets a bit boring after a while. Not only can you listen to the Blue Danube, but it speeds your overall progress up a bit as well.

It's best to buy the *Extra Energy* unit now, so your shields and weaponry can recharge more quickly, in readiness for the ultimate purchase — a *Military Laser*. Grinning like a homicidal maniac, you can now head for the nearest Anarchy planet safe in the knowledge that all but the most vicious pirate attacks are going to get a good hiding! Also, some of the secret missions cannot be accepted until you are the

proud possessor of this army surplus hardware.

These are the more vital requirements, although some might disagree with the order of purchase. Other items such as *Energy Scoops* and *Mining Lasers* are really a bit of a luxury — and who's got time to spend picking up the odd cargo container or blowing up rocks? (You can always get these a bit later on, to add some variety to the proceedings.)

The *Escape Pod* is pretty useless, since you have both RAM and Disk save options at your disposal — I suppose it might be useful if you're about to die and haven't saved out for about two hours...

## CONCLUSION

Whenever a group of pirate ships appear, slow down but maintain about a quar-



The real trouble with combat in space is that most of the pirate ships are a little bit more manoeuvrable than your pile of old Cobrass. As they go whizzing across your viewscreen, turning to keep them in your sights is the worst thing you can do: they simply disappear offscreen and then you have

Missiles should only be used when there are five or six ships attacking at the same time. Try to target the closest ones, and if they have an ECM system, don't bother firing any more. Only use the Energy Bomb as a last resort — and remember, it doesn't work on Thargoids, so don't waste it.

When you have a) killed enough Police; b) got bored; c) accidentally let a few Vipers past and are getting the stuffing knocked out of you; then it's time to 'Control H' the hell out of there. Fortunately, your criminal record is also wiped clean in the process. If only all things in life were so easy.

Whenever you decide to

If some Intergalactic spiv asks you to smuggle some special cargo — however persisllent he might be — **DON'T DO IT!** It's more than likely to be Trumbler.



CAPCOM

3 x 10p

Well, nobody can accuse Capcom of rushing in to capitalise on the early success of *Ghosts 'n' Goblins*. It's been a good three years since the original run, jump and fight classic, and only now has *Ghouls 'n' Ghosts* been released.

But then again, *Ghouls 'n' Ghosts* is really so much of a leap forward from its relatively humble predecessor that it could nearly be a different game.

The scenario once again has you trying to battle through an extraordinary array of supernatural nasties to save a damsel in distress, but the scenery through which our intrepid hero makes his way has been so dramatically enhanced that he could hardly be blamed if his miss on completely slipped his mind in his admiration of the wonders about him. Happily for us, and unfortunately for him, these landscapes are crammed with unpleasant beings of every shape and form.

Our man starts out, as before, at a dark, gloomy yard, slowly dodging and dispatching spears at everything that moves. The undead raise themselves from the ground and

come for you, so you've got to be fairly nippy in your grave-digging, vaulting and lance-throwing.

The meanies are all over the place: scythe-bearing buzzards hop down to open iron eating plants sprout from the earth, skeletons and vampire bats jump out from behind gravestones and turtles trundle relentlessly towards you.

As you move through the levels, you have to vault tombstones, climb ladders, jump over pits, and so on. In order to avoid them, it's really an awkward game. The background changes to glorify away from dark, misty air and wind blowing

# ARCADE GHOULS 'N' GHOSTS



Stripped to the ankles



To the manor born

# GADES II: GHOSTS

If you have many weapons, you'll be able to withstand two blows before you crumble into a pile of bones (the hit slows you down to your snails, which is really quite handy). But any contact with a fire at all counts as a hit, and believe me, with the large number of enemies that come at you from all angles, you'll be using up those extra coins and pressing "continue" quite a bit. Unless you're a very superior gamer, indeed.

Ghosts II: Austa takes the humble charm of its predecessor, spicing up the gameplay considerably. It upgrades the graphics tremendously, throws in new touches, lets you and "lost" at every turn and generally makes a pleasantly dated run into a vibrant, visually stunning and extremely entertaining experience. As good as and, let's be honest, slightly better than the original. A hit game.

Nick Kelly

|                |   |
|----------------|---|
| GRAPHICS       | 9 |
| SOUND          | 7 |
| TOUGHNESS      | 9 |
| ENDURANCE      | 9 |
| CONVERTIBILITY | 9 |
| OVERALL        | 9 |



Rumble in the graveyard.



Ghosts II—spooky but nice

Thanks to Electronic Arts for allowing us to take pictures.

# ARCADES

**T**op Landing is Taito's second foray into commercial aircraft simulators, and works considerably better than its vector-graphic drawn predecessor of 1987, *Midnight Landing*.

You start out with a quick trial take-off and landing at Taito Airport which should be a doddle. First you guide your aircraft out on to the runway, align it, then take off. This is all guided by onscreen commands as well as the rather muffled control tower's audio instructions. Basically the idea is, as in real life, to bog down the runway picking up speed, and when you're going sufficiently quickly to lift the nose and soar off into the great blue yonder. You score points for the smoothness of your take off. If you're nearly flawless, you might score a K.I. (pilot standard of 80 or more, but if



Taito Airport isn't too bad—you just aim roughly at the landing lights, obey the cardinal rules and Bob should, with a bit of luck, be your uncle.

Once you try to land in Rio De Janeiro, Tokyo and San Francisco, each with its own climatic peculiarities affecting the performance of your craft, your work is going to be out for you.

The varying conditions are cleverly recreated: the graphics suitably representative of the various city airports you're heading for and the technical realism of the whole game is without doubt, without some form of intelligible instruction from the control tower—even onscreen messages would be better than partially audible mumbling. — *Top Landing* is reduced to a hit and miss arcade

## TAITO 3 x 10p TOP LANDING

you're more at the level of a Yamende Air Corps trainee, well, ja-haps you're really a mess! But unless you're really a little bit hopeless you should get off the ground in K.

Happily, *Top Landing* skips the next three hours of eating plastic food, watching crap films and listening to the Mike Read pop selection on your infinitely entertaining system and goes straight along to the most city manoeuvre a pilot has to undertake routinely: landing.

And, of course, it's all the same. Basically just keep the runway theory straight forward enough,

decrease power gradually and keep the nose up, taking sure not to decrease power too much and making the necessary minor adjustments to keep yourself on course. However, in practice the minor adjustments are absolutely key, and, particularly for the herd of hearing-impaired difficult to get exactly right. The more you hear? Yup, that's right: *Top Landing*'s

major drawback is that the sound—consisting of radioed instructions from the control tower—is high impossible to make out in your average arcade, except, only if the cabinet next door just happens to be *Operation Wolf*. And without the audio control telling you to bear left, decrease power or whatever, getting this bird down one piece is likely to end in a major disaster.

game, rather than a realistic simulator.

No doubt pilots do have to accept their instructions from crackly scratchy radio. But I sure as hell hope I'm never on a plane where the pilot shares his cockpit with a wall of shoot-em-ups.

Nick Kelly

*Land on a wing and a prayer.*



|                |   |
|----------------|---|
| GRAPHICS       | 8 |
| SOUND          | 2 |
| TOUGHNESS      | 7 |
| ENDURANCE      | 6 |
| CONVERTIBILITY | 8 |
| OVERALL        | 6 |



## NEW FOR YOUR COMMODORE FROM TRILOGIC!

### AMIGA AUDIO DIGITISER

MK II VERSION WITH IMPROVED PERFORMANCE

Only TRILOGIC could bring you a high quality audio digitiser at an amazingly low price. It has SUPERB PERFORMANCE, with accurate sampling, a 15.3 kHz bandwidth to help you get the most signal for perfect results. And even a lead to connect to your personal stereo, radio or portable hi-fi system is included. Works with most software including ProSound, AutoSounder, Other Promos and Perfect Sound.

NEW Improved MKII Digitiser Leads & Instructions - ONLY £27.99  
Public Domain Version with Sample Software - ONLY £14.99  
(\* Supplied by Ganges Thompson Services, Depots Berwick, Angus, Scotland)  
Cable Changes Required for A1000 - £2.00 EXTRA

**GET THE PICTURE? - IT'LL BE SHARPER, AND CLEARER WITH A TRILOGIC AMIGA TO TV RGB LEAD AND COULD SAVE YOU EEE'S.**

We have leads to connect all AMIGAS to your TV or colour monitor connected to a TV or video output socket. All leads give a much clearer picture than using the AMIGA MODULATOR, saves all 4000 memory to be downloaded and includes the audio lead to give stereo with stereo lead.

ORDER ALL 4 FOR TV, WITH 2 IN (EURO-CON) SOCKET FITS PHILIPS, SONY, SANYO, GRUNDIG, NORMANDE, ETC. ONLY £9.99

ORDER ALL 4 FOR HIRSHON TV's WITH 7 OR 8 PIN DIN SOCKET MODELS M201 & M202, ETC. ONLY £9.99

ORDER ALL 4 FOR HIRSHON & GRANADA TV's WITH 7 PIN DIN SOCKET MODELS CPT1444, ETC. ONLY £9.99

OUR LEADS ARE GUARANTEED TO WORK WHERE OTHERS DON'T!

LEADS ALSO AVAILABLE FOR AMSTRAD RANGE. PLEASE CONSULT US IN DOUBT.

### ATTENTION 1901 MONITOR OWNERS.

Why not try our 1901 monitor connected to work with the AMIGA OR AGARD ST - the performance is extraordinary! Connect from the C245 or 2400 monitor. After conversion, your 1901 will display in 4096 colours & moving images are NOT affected so it remains compatible with the C245 & C260. Conversion costs only £29.99 including lead for cables (bought out while you wait). £53.99 including postage, collection & delivery by courier. Please phone to arrange an appointment.

### AMIGA HARDWARE

ADD WITH MONITOR £369.99  
ADD WITH MODULATOR £389.99  
ADD WITH MODULATOR & C245 SOFTWARE PACK £429.99  
ADD WITH RGB CONVERTED MONITOR £589.99  
5.5" C245 DRIVER & SWITCH - CUMULATIVE POWER TYPE £59.99  
ADD RAM EXPANSION - C245, 320K (2) OR 640K (2) £119.99  
RGB COLOUR MONITOR CONVERTED FOR AMIGA - NEW £219.99  
C245 TO C260 CONVERSION KIT £29.99  
1024K SIZED COLOUR MONITOR FOR AMIGA £279.99  
COMMODORE PC2 - MONITOR MONITOR £360.00  
Add extra lead for delivery (not included).

### OTHER INEXPENSIVE AMIGA LEADS

2nd DRIVE SWITCHED LEAD - Disconnects external drive as system programs to load. PRICE £12.99  
2nd DRIVE SWITCHER - Fits between drive and Amiga and drive port. Can be used when power is on. PRICE £8.99  
MOUSE/Joystick SWITCHER & PORT EXTENDER - Extends the port and has sockets for mouse and joystick with push button switch for mouse or joystick selection. PRICE £9.99  
AMIGA 40 LEAD - Connects 1948 ETC to your AMIGA. There are several programs which need this lead. PRICE £4.99  
MODULATOR EXTENSION LEADS  
AMIGA PRINTER LEAD - Parallel Type 1 5M long 3.0M long. PRICE £6.99  
PRICE £5.99

PLEASE STATE WHICH AMIGA YOU HAVE WHEN ORDERING.

### NEW - AMIGA HI-FI LEADS & AUDIO ACCESSORIES

THE BEST PERFORMANCE OF THE SOUNDING SYSTEMS OF CONNECTIVITY TO YOUR HI-FI SYSTEM. OUR STEREO LEADS (HIFI MOST HI-FI) MONITORS ETC.

STEREO PHONO PLUGS - JACK 3.5M LONG - ONLY £3.99  
TO PHONO PLUGS - JACK 3.5M LONG - ONLY £4.99

### AMIGA MINIAMP 1 - NOW COMPLETE WITH REMOTE VOLUME CONTROL

This neat stereo amplifier connects directly to your AMIGA & boost the audio output so that you can enjoy the AMIGA's amazing stereo sound in complete privacy.

MINIAMP 1 NOW WITH REMOTE VOLUME CONTROL  
QUALITY STEREO HEADPHONES & PURCHASED WITH MINIAMP 1 - ONLY £3.99

### AMIGA MINIAMP 2 - WITH TWIN STEREO SPEAKERS

MINIAMP 2 comprises a mini stereo power amp with two neat speakers array which connect directly to your AMIGA. They are ideal for use with most TV's & monitors. A handy plug in for instant stereo sound. You'll be amazed at the difference.

MINIAMP 2 WITH REMOTE VOLUME CONTROL & HEADPHONES - ONLY £9.99

### SUNDRY ITEMS - BARGAIN PRICES

38.2" DISKS - QUALITY 5.25" DISK PACKED DISKS WITH PRICE £2.99  
38.2" DISKS - QUALITY 5.25" DISK PACKED DISKS WITH PRICE £2.99  
38.2" DISK BOX FOR 80 DISKS, SMOKE D110 LOCKABLE £2.99  
38.2" DISK BOX FOR 100 DISKS, SMOKE D110 LOCKABLE £2.99  
QUICKSHOT 2 JOYSTICK WITH AUTO FIRE £7.99  
QUICKSHOT 2 TURNING MICROSWITCHES & AUTOFIRE - GREAT £11.99  
PRODIGY MICROSWITCH JOYSTICK £11.99  
AMIGA DYSTONOVER ELIMINATOR MATERIAL £11.99  
AMIGA ISITIC NON SLIP FOAM MOUSEPAD £11.99  
Please add 75p post postage & packing to orders under £15.00

## The Instant Catalog

VOL. 1. X-MAS SPECIAL WIN AN ATARI ST. No. 2

| COMPILATIONS |       | COMPILATIONS |       |
|--------------|-------|--------------|-------|
| 1st Book 1   | £1.99 | 1st Book 1   | £1.99 |
| 2nd Book 1   | £1.99 | 2nd Book 1   | £1.99 |
| 3rd Book 1   | £1.99 | 3rd Book 1   | £1.99 |
| 4th Book 1   | £1.99 | 4th Book 1   | £1.99 |
| 5th Book 1   | £1.99 | 5th Book 1   | £1.99 |
| 6th Book 1   | £1.99 | 6th Book 1   | £1.99 |
| 7th Book 1   | £1.99 | 7th Book 1   | £1.99 |
| 8th Book 1   | £1.99 | 8th Book 1   | £1.99 |
| 9th Book 1   | £1.99 | 9th Book 1   | £1.99 |
| 10th Book 1  | £1.99 | 10th Book 1  | £1.99 |
| 11th Book 1  | £1.99 | 11th Book 1  | £1.99 |
| 12th Book 1  | £1.99 | 12th Book 1  | £1.99 |
| 13th Book 1  | £1.99 | 13th Book 1  | £1.99 |
| 14th Book 1  | £1.99 | 14th Book 1  | £1.99 |
| 15th Book 1  | £1.99 | 15th Book 1  | £1.99 |
| 16th Book 1  | £1.99 | 16th Book 1  | £1.99 |
| 17th Book 1  | £1.99 | 17th Book 1  | £1.99 |
| 18th Book 1  | £1.99 | 18th Book 1  | £1.99 |
| 19th Book 1  | £1.99 | 19th Book 1  | £1.99 |
| 20th Book 1  | £1.99 | 20th Book 1  | £1.99 |
| 21st Book 1  | £1.99 | 21st Book 1  | £1.99 |
| 22nd Book 1  | £1.99 | 22nd Book 1  | £1.99 |
| 23rd Book 1  | £1.99 | 23rd Book 1  | £1.99 |
| 24th Book 1  | £1.99 | 24th Book 1  | £1.99 |
| 25th Book 1  | £1.99 | 25th Book 1  | £1.99 |
| 26th Book 1  | £1.99 | 26th Book 1  | £1.99 |
| 27th Book 1  | £1.99 | 27th Book 1  | £1.99 |
| 28th Book 1  | £1.99 | 28th Book 1  | £1.99 |
| 29th Book 1  | £1.99 | 29th Book 1  | £1.99 |
| 30th Book 1  | £1.99 | 30th Book 1  | £1.99 |
| 31st Book 1  | £1.99 | 31st Book 1  | £1.99 |
| 32nd Book 1  | £1.99 | 32nd Book 1  | £1.99 |
| 33rd Book 1  | £1.99 | 33rd Book 1  | £1.99 |
| 34th Book 1  | £1.99 | 34th Book 1  | £1.99 |
| 35th Book 1  | £1.99 | 35th Book 1  | £1.99 |
| 36th Book 1  | £1.99 | 36th Book 1  | £1.99 |
| 37th Book 1  | £1.99 | 37th Book 1  | £1.99 |
| 38th Book 1  | £1.99 | 38th Book 1  | £1.99 |
| 39th Book 1  | £1.99 | 39th Book 1  | £1.99 |
| 40th Book 1  | £1.99 | 40th Book 1  | £1.99 |
| 41st Book 1  | £1.99 | 41st Book 1  | £1.99 |
| 42nd Book 1  | £1.99 | 42nd Book 1  | £1.99 |
| 43rd Book 1  | £1.99 | 43rd Book 1  | £1.99 |
| 44th Book 1  | £1.99 | 44th Book 1  | £1.99 |
| 45th Book 1  | £1.99 | 45th Book 1  | £1.99 |
| 46th Book 1  | £1.99 | 46th Book 1  | £1.99 |
| 47th Book 1  | £1.99 | 47th Book 1  | £1.99 |
| 48th Book 1  | £1.99 | 48th Book 1  | £1.99 |
| 49th Book 1  | £1.99 | 49th Book 1  | £1.99 |
| 50th Book 1  | £1.99 | 50th Book 1  | £1.99 |
| 51st Book 1  | £1.99 | 51st Book 1  | £1.99 |
| 52nd Book 1  | £1.99 | 52nd Book 1  | £1.99 |
| 53rd Book 1  | £1.99 | 53rd Book 1  | £1.99 |
| 54th Book 1  | £1.99 | 54th Book 1  | £1.99 |
| 55th Book 1  | £1.99 | 55th Book 1  | £1.99 |
| 56th Book 1  | £1.99 | 56th Book 1  | £1.99 |
| 57th Book 1  | £1.99 | 57th Book 1  | £1.99 |
| 58th Book 1  | £1.99 | 58th Book 1  | £1.99 |
| 59th Book 1  | £1.99 | 59th Book 1  | £1.99 |
| 60th Book 1  | £1.99 | 60th Book 1  | £1.99 |
| 61st Book 1  | £1.99 | 61st Book 1  | £1.99 |
| 62nd Book 1  | £1.99 | 62nd Book 1  | £1.99 |
| 63rd Book 1  | £1.99 | 63rd Book 1  | £1.99 |
| 64th Book 1  | £1.99 | 64th Book 1  | £1.99 |
| 65th Book 1  | £1.99 | 65th Book 1  | £1.99 |
| 66th Book 1  | £1.99 | 66th Book 1  | £1.99 |
| 67th Book 1  | £1.99 | 67th Book 1  | £1.99 |
| 68th Book 1  | £1.99 | 68th Book 1  | £1.99 |
| 69th Book 1  | £1.99 | 69th Book 1  | £1.99 |
| 70th Book 1  | £1.99 | 70th Book 1  | £1.99 |
| 71st Book 1  | £1.99 | 71st Book 1  | £1.99 |
| 72nd Book 1  | £1.99 | 72nd Book 1  | £1.99 |
| 73rd Book 1  | £1.99 | 73rd Book 1  | £1.99 |
| 74th Book 1  | £1.99 | 74th Book 1  | £1.99 |
| 75th Book 1  | £1.99 | 75th Book 1  | £1.99 |
| 76th Book 1  | £1.99 | 76th Book 1  | £1.99 |
| 77th Book 1  | £1.99 | 77th Book 1  | £1.99 |
| 78th Book 1  | £1.99 | 78th Book 1  | £1.99 |
| 79th Book 1  | £1.99 | 79th Book 1  | £1.99 |
| 80th Book 1  | £1.99 | 80th Book 1  | £1.99 |
| 81st Book 1  | £1.99 | 81st Book 1  | £1.99 |
| 82nd Book 1  | £1.99 | 82nd Book 1  | £1.99 |
| 83rd Book 1  | £1.99 | 83rd Book 1  | £1.99 |
| 84th Book 1  | £1.99 | 84th Book 1  | £1.99 |
| 85th Book 1  | £1.99 | 85th Book 1  | £1.99 |
| 86th Book 1  | £1.99 | 86th Book 1  | £1.99 |
| 87th Book 1  | £1.99 | 87th Book 1  | £1.99 |
| 88th Book 1  | £1.99 | 88th Book 1  | £1.99 |
| 89th Book 1  | £1.99 | 89th Book 1  | £1.99 |
| 90th Book 1  | £1.99 | 90th Book 1  | £1.99 |
| 91st Book 1  | £1.99 | 91st Book 1  | £1.99 |
| 92nd Book 1  | £1.99 | 92nd Book 1  | £1.99 |
| 93rd Book 1  | £1.99 | 93rd Book 1  | £1.99 |
| 94th Book 1  | £1.99 | 94th Book 1  | £1.99 |
| 95th Book 1  | £1.99 | 95th Book 1  | £1.99 |
| 96th Book 1  | £1.99 | 96th Book 1  | £1.99 |
| 97th Book 1  | £1.99 | 97th Book 1  | £1.99 |
| 98th Book 1  | £1.99 | 98th Book 1  | £1.99 |
| 99th Book 1  | £1.99 | 99th Book 1  | £1.99 |
| 100th Book 1 | £1.99 | 100th Book 1 | £1.99 |



DISTANT, Dept. C2, Denton House, Ashby Park Road, Leicester LE4 5AN  
Mail Order Only. State Computer's make and model.  
P&P: 30p on orders under £5. EEC 75p per Air Mail.  
Whole World £1.50 per title for Air Mail.  
New titles sent on the day of release.  
0533 510102  
FOR DISK PRICES & NEW RELEASES PLEASE RING US.

# AMIGA - 64

TRILOGIC Trilogic Dept. Unit 1  
253 New Works Road  
Bradford, BD12 0QP. Tel. 0274 691115

Err 02N 500890



# ARCADES

**S** Shadow Warriors, for one or two players, really is the next generation for Double Dragon fans. The plot's standard, fight through packs of increasingly tough warriors hit 'em several times to floor 'em, floor 'em several times to finish 'em off. The controls, however, are anything but average.

You've got a joystick and three buttons each. One button produces punches, standard kicks and roundhouse kicks depending on the angle of the joystick. A second button allows you to jump at eight upwards — and if there happens to be a bar or scaffolding above you it allows you to hang on to it. The third sends you vaulting through the air as gracefully as a gymnast, high over boxes, fire hydrants and the heads of the opposition. The joystick controls have a special feature too: run at a vertical object and instead of simply stopping in your tracks at the point of contact, you'll zoom five feet vertically — and then execute a brilliant backwards flip.

The scenery is 2D, isoscepe, nicely drawn street with tenky balconies and walkways to jump onto. There are also plenty of angle of all kinds, including these mean streets, a few gimmicks — your assailants get bigger and tougher with late logs have a motor-ikes. The rest are also of objects with which layers can interact: glass windows, signs and telephone boxes which disintegrate if you're careless.

**IT'S GOOD**

**3 x 100**



Attack of the larger louts.

## SHADOW WARRIORS

which should be avoided.

In fact the game is best played in two-player mode, allowing you to team up against your aggressors. The log-wielding giants and end-of-level nasties (huge sumo wrestlers, gymnis of three steel masked and gloved warriors, etc.) need combined skill to defeat.

There is also plenty of variety in a background. As perhaps most originally, fairly early in the game, having just defeated an array of toughies you come to a four-lane motorway. There are any warms defeat here, all you have to do is use your way across without being squashed by the speeding cars. Not an easy task at all. Finally, an even more complex hole-in-the-wall use of over-head signs. Shadow Warriors on a test trailing is slightly washed out, graphically but perhaps better than most, with the kind of winning, but not at all a game in not complain. G. Desperado's story is more green depicts a somewhat side-long on a fly. The second screen is because you pumpkin to out of it.

Nick Kelly

**GRAPHICS:**  
**CONTROL:**  
**TOUGHNESS:**  
**ENDURANCE:**  
**CONVERTIBILITY:**  
Score 3.5

One down, two to go



Don't join these clubs



# CU

So what's so special about February? Is it because it's not a leap year? No. Is it special because the Ed's birthday is in February. Only a little. In fact February is special because CU is getting a new cover style. Look out for the two big letters on the top left in the future and you won't be disappointed.

## F.16 FALCON



**COMMODORE USER  
AMIGA 64**



**64 DEMO &  
COMPLETE  
GAME!**

The February issue of CU is also special because there's an extra on the magazine for you all. In fact there's two different versions of the magazine. **VERSION 1:** 64 owners can settle back and enjoy a brilliant game from Special FX called *Hyperactive*. You'll also find a demo of the much fancied new System 3 game *Dominator* on there as well. The issue costs £1.20 as usual, but make sure you pick up the one with a cassette on it if you only own a 64.

**T.V. SPORTS  
FOOTBALL-  
PEAK VIEWING**



# FEBRUARY IS

# SPECIAL!

VERSION 2: Is for Amiga owners only. You get the same magazine but this copy costs £2.50. It that sounds steep just wait till you see what's on it. Taped to a flap is a disk of *Sidewinder*, not a demo, not a level, but the complete game! There's also a demo of one of the Sales Curve's coin-op conversions, *Silkworm*. That makes this Issue a total bargain. No other mag can offer Amiga owners quality like this! But take note version two is **ONLY** on sale in WH Smiths and Menzies.

# CU

COMMODORE USER  
AMIGA 64

## F.16 FALCON



# Sidewinder

THE  
COMPLETE  
GAME  
IS YOURS!

PLUS  
DEMO:  
SILKWORM

Don't  
Miss  
Out

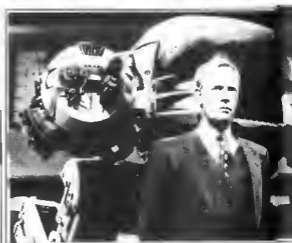
on sale  
26th January

So you think you're a pretty mean dude, eh? Reckon you're the baddest young brother on the games scene, and can wipe out all opponents when it comes down to hard-nosed games playing knowledge? Well being a CU reader, you probably are, but if you have any negging self-doubts, try yourself out on this little quizette. Here come the questions:

#### SECTION ONE: EASY AS PIE

1. Bubble Bobble was released on the 64 by Firebird, but who produced the coin-op?
2. Raimond's Starglider features speech sampled from which Telecomsoft sweetie?
3. Name any three of the five cars featured in *Test Drive*.
4. What musical instrument does *Microhythm* simulate?
5. If you were to play all the events in *Winter Games* in order, which one would you play last?
6. Name three members of the ball family from *I Ball*.
7. Which Tory MP did Domark license for an adventure game?
8. Who wrote the music for the original of *Wizball*?
9. What 2000AD licensed game featured 'reflex'?
10. What's the name of the commando in *Commando*?
11. What game would take you to Skara Brae?
12. Who programmed *The Sentinel*?
13. *Beach Head II* has been re-released on which budget label?
14. In what game might you become 'it'?
15. What is the name of the computer in *Mercenary*?

(9) This man is a nothead — he also appears in one of the year's slickest games. Name the game and the software house who released it



#### SECTION TWO: GETTING TOUGHER

16. In what game would you collect Ryo?
17. Who programmed *BMX Kids* for Firebird?
18. Name the two aircraft carriers in *Carrier Command*.
19. Who said 'Destroy him my robots'?
20. Name the two programmers of *Elite*.
21. How many editions of *Leaderboard* have there been?
22. Where is a tree worth one and a boulder worth two?
23. What does LCP stand for?
24. "Go home to your mother!" Where would you hear this?
25. Who published *The Fourth Protocol* the game?
26. What was the first F-16 simulation called?
27. What game preceded *Entombed*?
28. What was Jeff Minter's only game for Hewson called?
29. Where might a 576, an 863 and an 801 be found?
30. What are the aliens in *3D Lunatic* called?

# CRUCIAL QUIZ



(b) Name the mean machine in the background



(c) How many times has this man been licensed?

### SECTION THREE: AAARRGGHH!!!

31. Who are you in *Seaside Special*?
  32. Who endorsed *The Way of the Wrenching Fist*?
  33. Which nuclear power station did Cosm 'license'?
  34. 'I talk for thee'. For which game was this the slogan?
  35. In *Ghostbusters*, what could you suck up with the vacuum cleaner?
  36. What job did Stranger do?
  37. Who was Wally Week's youngest son?
  38. What was the highest rating possible in *Starion*?
  39. What count-on inspired *Helicat Ace*?
  40. What was the name of the KP Skins game?
  41. Who released *Stealth* and *Karateka*?
  42. What was the female member of the Enigma Force called?
- ### THE CU CRUCIAL QUIZ

|     |                        |
|-----|------------------------|
| 15. | The Sidhe              |
| 16. | A Glee Queen           |
| 17. | New Generation         |
| 18. | Servilia               |
| 19. | Arachnid               |
| 20. | Cherry Corp            |
| 21. | Paul Rankin            |
| 22. | John Cain Action Baker |
| 23. | Creator                |
| 24. | Herbert                |
| 25. | Newspaper Response     |
| 26. | Reactor                |
| 27. | Master of the Lampie   |
| 28. | Genooty                |
| 29. | Geordie Thompson       |

43. Who was Trashman released by?
44. What weapon did Roland carry in the Ocean game?
45. Who was your enemy in *Tir Na Nog*?

## THE CU CRUCIAL QUIZ ANSWERS

- [illegible]

Carbon quantum dots  
(a) Mirrored Rocket Ranger (b) ED 206; (c) three

**YOUR RATING** (Scoring one point for each correct answer)

- 0-10 Don't tell me, you're an Oncor owner. With a painful score like this you definitely need some serious revision. Take out a subscription to CJI post haste, and if there's no change after year take up train spotting!
- 11-30 Humm, pretty average, but you're certainly not as def as you think you are. You're obviously not reading CJI thoroughly enough. B Minus
- 31-45 Oh Wow you certainly know your oncans when it comes to software. You've obviously been a CJI reader for many eons, and have had the good sense to boycott other, less informative publications. Go to the top of the class (and buy some well reduced outmint for your ego as soon as possible).

# Tommy's TIPS

## IBM clone

● The reason I wrote to you is because of my Father. He has been trying to get a computer that is IBM compatible. So when I told him about the Amiga 2000's and 2500's capabilities, he became interested. What I want to know is: 1 Is the Amiga totally compatible with the IBM down to the last word? 2 If not do I need to buy any hardware or software to make it so? At the moment I am stuck with a crummy C64 that I am totally bored with. I have over 100 games saved on disk. Whenever I get a new one it only lasts me about a day. Please can you help me? Scott Philippe, Mt Pleasant W.A. 6153 Australia

Neither the Amiga 2000, nor the 2500 are actually IBM compatible as purchased. Rather like the infamous Sidecar for the A1000, you have to add an IBM-computer-on-a-board which then runs IBM programs. There are two such boards available for the 200 series: a compatible board (A2088) which is actually at a little, and an A1-compatible board which I have never actually seen, but which is rumoured to be coming. Since the basic 2000 does not come with a hard disk you would need one to do any serious work (and since, at present anyway, you have to partition the MS-DOS part and the Amiga part separately, you really need something like a 30 Mb ie disk). You may also need to add a 3.5" disk for IBM software. At this adds about £700-£800 to the base price of the Amiga.

If you really need both machines, an Amiga and an IBM compatible in the same location then this is a sensible move, otherwise you might be better off going for an XT or AT clone plus an Amiga 500. At least that way you can use both machines at the same time (in theory you can with the 2000 and a bridgeboard, but with only one keyboard this can be a little tricky).

The other thing you have to bear in mind is expansion. An IBM clone can be easily expanded with new boards, e.g. graphics, extra printer/serial ports, modem etc. With a 2000 there are a total of four slots for the IBM part, but some of these may be taken up with disk controllers and a video card (if using a second monitor) leaving it very limited in comparison. As for total compatibility down to the last word, not even IBM's own range of machines is that compatible and the golden rule is always check that the software you want will run on the machine BEFORE you buy it. You may get some problems with peripherals which are shared between the two systems, such as a printer or modem, so do check with the dealer first.

## Don't interrupt

● Please help me. My parents have put me in a Strait Jacket until my shrink says I'm sane. The only way can regain my sanity is if I get my interrupt number done. . . .

I need help with a subroutine to put the 'Y' locations of all 8 sprites in order from the lowest

numbers to the highest, plus a co-responding number from which I can generate the sprite numbers. eg If S1 is at (Y) #8A0 and S2 is at #8B0 in mem will be 80.S2.A0.S1 etc

Sounds pretty easy, right? The problem is that it needs to be fast. Like about 20 or 30 raster lines fast. (I've got lots of other stuff in the routine as well). I've only managed to get it down in nearly half a scan which is far from acceptable.

Also can you tell me how to generate op codes for a monitor without storing the whole in memory?

Please help me quickly as my nose is getting very sore from typing. David Peval, Watford, Herts

Basically, you are trying to do a sort of 8 values and store pointers in approximately 1.8 mers — a pretty tight order if you run up the number of clock cycles required for the necessary up codes. Also it is difficult to do something like this sort of sort without knowing what else you are trying to do (and more importantly, where!). You also haven't said how you are trying to do it at the moment, so I will offer a few pointers in case you have overlooked something.

Firstly, are you absolutely sure it is necessary to sort the values into order? Before you stream again, let me explain. Since you have to scan the sprite registers in order to sort them, why not use that scan when you actually need the data and compare the values with a reference.

Secondly, if you must sort, are you using zero page addresses for storage? This can have a dramatic effect on

the number of clock cycles needed for a given instruction (eg CMP on a zero page addr is only 3 cycles, on an indirect offset address it is 6). If you store all the 'Y' register values in zero page addresses at the same time as updating the sprite register addresses this could save some time when checking the values as you wouldn't be reading high memory addresses on the sort.

Finally, have you tried pre-sorting the values as you update? Instead of sorting the values, with a pointer to the sprite concerned, just insert the pointer in a list in order of display (eg 3,2,6,1,5,4,4,7). When one sprite moves, the chances of it changing position with more than one other sprite is small. This can prove faster than actually re-sorting all the values each time you change the 'Y' register value.

A little lateral thinking can often be better than just trying to do one particular method faster. I am not quite clear in your second query what you are asking. Surely the whole object of a monitor is to examine what you have got stored in memory at a given location and be able to alter it as required. If you are writing your own monitor then there is nothing to stop you storing the mnemonic table on a disk file, but you will still need the lookup table in memory in order to translate the numeric value into the required opcode.

## DTP

● I have had my C64 for 10 months now and am now upgrading to an Amiga A500. I would like you to tell me of any good quality desktop publishing packages for the A500 between £50-£100 — also units that allow graphics. Sometimes printers. Tell me, please, your views of these printers: Citizen/Commodore 1200, Phillips full colour printer, Okimate 20 colour, Star LC10L colour. Which is the best? Why? Please tell me about them. Can they do graphics?

I will have £600-£700 to spend, so could you please answer all my questions.



"Watch out, lady, this problem's a big 'un..."

Mich Lyons.  
Widnes, Cheshire.

There are several DTP programs that fall into your price range; *Delta Print* from Electronic Arts at £79, *ProWrite 2.0* (which allows the inclusion of graphics into a WP text) at £85 and *Publisher Plus* at £99-95. There is also a cheaper one at only £25, *Home Publisher* from Hi Tec. Of all these I would personally rate *Delta Print* as the best value for money, provided it has all the features you need.

As for printers, the *Citizen 1200* is good value as a low cost dot-matrix, but isn't really in the same league as the others you mention. Likewise, the *Okimate-20* is a superb little printer for producing colour pictures, but falls down in both terms of quality and speed when producing ordinary text. The other two are able to produce both colour graphics and good quality text; I haven't used the *Philips* printer, but I have used the *Star LC-10*. You could not go far wrong with this one, even with the price increase after the EEC levy. The colour version works

well with the *Amiga*, has acceptable NLQ text with a range of selectable fonts, a paper parking feature (allows the use of cut sheets without removing fan-fold paper) and has a large range of functions for such an inexpensive printer. You would also get plenty of change from your money since the *Star LC-10C* retails at only £390.

You should note that with any of these printers you won't be getting publishing quality graphics (although the *Okimate-20* is pretty good); but you would need to spend over £1000 to get a vast improvement over the ones mentioned. Printers such as the *HP PaintJet* (£1144) or the *Xerox 4020* colour printer (£1374) would knock your socks off with the quality of their outputs, but at a premium cost.

advice on which ones would be best and most compatible to each other, I would be very grateful for your help.  
Knut Onipede,  
London NW3.

With £500 you are going to be hard pressed to squeeze in that lot, although if you can manage without the colour monitor you can just do it. You can pick up one of the 64 'packs' for around £148, an *MPS 1200* printer for around £190 and an *Accelerator+* disk drive from *Evesham Micros* for £160; all that comes to approximately £498.

Since a colour monitor, even a 40 column one, is going to cost at least £200 you will have to make do with

a colour TV at least in the short term. Since the 64 only uses a 40 column screen this is not the disaster it might seem since most modern TVs have quite an acceptable display at this resolution.

You can pick up a sh. colour portable for around £100 if you really can't steal the family TV, or how about renting a second set? The above configuration will all work together, is about the cheapest you can get, and if you get the 64 'pack' will provide some games as well. You might be able to reduce the above price slightly if you can get a 64 on its own without the cassette recorder or the extra games, but these are a bit thin on the ground.

#### Set-up

● I would like to buy a Commodore 64, a disk drive, a printer and a colour monitor. I can spend up to five hundred pounds. Could you please give me some

# Tommy's TIPS



# SELL-OUT COMMODORE USER SELL-OUT

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

## PROBLEMS WITH YOUR COMMODORE? FOR FAST, RELIABLE AND PROFESSIONAL REPAIRS AT COMPETITIVE PRICES

C.64 £19.95 inc VAT and free post and packaging

### P M ENGINEERING

UNIT 8, NEW ROAD, ST. IVES,  
CAMBRIDGESHIRE, PE17 4BG

We can also supply you with: Hardware,  
Software, Blank Discs, Accessories and  
Spare Parts



ST. IVES (0480) 61394



On her way  
to see the  
newsagent who  
sold her copy of

C.U.



## CU NEEDS FREELANCERS

If you can write the kind of purple prose regularly churned out by the CU Crew in their pursuit of literary excellence each month and you own an Amiga or 64 (preferably both) we'd like to hear from you.

We need two hot freelancers to write for the magazine, but to fit the bill, you'll need to present clean, typewritten copy and turn round reviews in a matter of days. It would also help if you lived within striking distance of our offices.

Naturally we'll pay, plus you'll get all the other benefits of writing for CU like seeing your name bylined, keeping the software, or getting shouled at by the Ed and ex, well that's more than enough isn't it.

Just send a couple of written review samples to:

Freelancers, The Editor, CU, Pilory Court,  
30-32 Farringdon Lane, London EC1R 3AU.

## DISCOUNT SOFTWARE

Up to 25% off RRP for ATARI  
COMMODORE SPECTRUM  
AMSTRAD, BBC, MSX, IBM and Segra  
PC. Ring for info pack on any of the  
above machines.

24 hour HOTLINE: 0435 613377  
**B BYTES COMPUTER SYSTEMS**  
16 Southfield Road, Hockley  
Leicestershire LE10 5UN  
ATARI SPECIALISTS

## COMMODORE SUPPLIES

C64 POWER PACK ..... £17.95  
64 disk rsc (flexdisks) ..... £19.95  
C64 (C-18) data rsc ..... £17.95  
100 5 1/4 Disks ..... £27.50

PRICES INC. VAT AND P&P

Send cheque/PO to  
**COMMIDALE LTD**  
23 Carron Street, Derby DE1  
Tel: (0532) 291219

GEN 641541: Can swap the latest stuff  
1 swap: all about music for latest stuff  
pm a disc policy. Javier Benito  
Eschegay No 1 Cantalejo 40320  
Segovia, Spain

LAST MONTH IN CU there was an  
advert headed CHEAP, CHEAP, CHEAP  
for a C64 - £50 call Neil. Well Neil  
would just like to say: PLEASE STOP  
CALLING. IT'S SOLD!!

## CLASSIFIED ORDER FORM

|    |    |    |
|----|----|----|
| 1  | 2  | 3  |
| 4  | 5  | 6  |
| 7  | 8  | 9  |
| 10 | 11 | 12 |
| 13 | 14 | 15 |
| 16 | 17 | 18 |
| 19 | 20 | 21 |
| 22 | 23 | 24 |
| 25 | 26 | 27 |
| 28 | 29 | 30 |
| 31 | 32 | 33 |
| 34 | 35 | 36 |
| 37 | 38 | 39 |
| 40 |    |    |

Charge — 20p per word to people individually — 20 words min  
40 words maximum, 30p per word to those 20 words min — 40 words maximum  
Term display — £12 for 1 G.C. ring 01 251 6222  
All classified and semi-classified advertising is free, provided  
when paying for advertisement's please add on 15% for VAT

### Warning

We agree to accept no responsibility for any damage to the only software  
that is sent and kept in the hands of the advertiser. We agree to accept no  
responsibility for any damage to the only software that is sent and kept in the  
hands of the advertiser. We agree to accept no responsibility for any damage  
to the only software that is sent and kept in the hands of the advertiser.

All classified ads are subject to space availability

Send cheque/PO for £..... payable to Commodore User

Name

Address

Total number of words

Post to: AD. DEPT. COMMODORE USER 30-32 FARRINGTON LANE, EC1R 3AU

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

# CU

## OCTOBER RESULTS

### DARK KNIGHT



Did you know the name of Batman's butler? Well it seems as if every reader who did sent an entry to this compo. It was so easy that in fact it was one of the first competitions we didn't receive a wrong answer to. Well done to those who won a copy of the Dark Knight graphic novel and commiserations to those who entered and failed.

A copy of the book will be at this moment winging its way to these guys. Steve Lounds, Eastwood; Gareth Graham, Surrey; Dave Lingwood, Surrey; Neil Wray, N Yorks; M Sharpe, Peterborough; Richard Tinworth, Walsstone.

### VIRUS COMPO

Koff, koff, argh, vomit, puke, choke. It's that time again when we ask you to name that virus! The first question in our sicko virus compo was who was responsible for the first Amiga virus? Buzzz. Er the Swiss Cracking Association? Correct. Next question. What disease was responsible for killing thousands of seals? Hoof. Dilon's syndrome? Close, but wrong. It was in fact canine distemper. What illness caused the death of two of the bees employees earlier this year? Peep. Er, um, Legionnaires Disease? Correct. And your starter for ten. What complaint left Nigel Mansell and Mick Jones out of action this summer? Phart! Pox, sorry, chicken pox. Congratulations to Stephen Crabtree from Bradford, you've won yourself a portable CD player and these ten runners up each get a copy of the Firebird game *Virus*. Paul McLaughlin, High Wycombe; Sam Comley, Crewe, Cheshire; Rowan, Matlock; Nik Doddard, St Leonards; Neil Wray, Milton; Mr R Wright, Nottingham; Bruce Humby, Wilmborne; Jason Davies, Shrewsbury; Anthony Barker, Fareham; D W Taylor, Didham. That's all from Name That Virus this week.

### FOOTY COMPO

Gooner! Gooner! with Arsenal heading for the top of the league (leave it out! Ed) a football compo seemed most apt, especially since we had an exclusive on *Microprose Soccer*, even though there weren't any questions about the Red and White army.

The chance to win two season tickets for a team of your choice obviously seemed like a popular choice of prize matter, since the amount of entries was received was absolutely phenomenal, but I can't all around here all day telling you how wonderful you all are — instead I must perform my duty as a competition minion and inform you of the winners: Two season tickets to Sheffield Wednesday (who!?) are destined for the wallet of Nicholas Cox from Barnsley. A football autographed by the entire England squad and kicked by Mike Patenden (only a bit, honest! Ed) goes to Robert Potter from Yorkhire. And 25 runners-up prizes of *Microprose Soccer* go to: David Blay, Chingford; Matt Kennedy, Cornwall; Richard Walker, Dudley; Gregory Brechin, Oxford; Mr Ian Code-wood, Leeds; Glyn Abadio, Walthamstow; Neil Skinner, Sheffield; R.P. Popazoglou, Walling; Mr P Shizler, Drkney; Peter Filar, Harrow; Tarquin Belabos, Birmingham; Gordon O Dowd, Heme Bay; Harry Wilburby, Oxon; John Ripper, Plymouth; Brian Budge, Wford, Essex; Paul Wikker, Sleepas Meds; R Monk, Sharnhead; Buah; Billy Prior, Norwiche; V Pratt, Reading, Bucks; T Astworth, NSW Australia; D Jones, Aberdeen; M Griffiths, Cardiff; D Stubble, Hulk, N. Humberdale; Alan Bunnett, Liverpool.



### WARHAMMER COMPO

Back in the October issue of CU, just past the contents page in the second page of Nick Kelly's Buzz was the chance of a lifetime offer to win a complete Warhammer set, plus a Fantasy Battle book. And it was so simple even I could win (if I wasn't working for CU) — all you had to do was send in a postcard with your name and address on, get picked and sit back and wait.

And the lucky five who'll never be bored again are: Stephen Ashby, London; M Mascarenhas, East Finchley; Tim Jylves, Leicester; L D Fletcher, Halifax; Jonathan Williams, Mid Glamorgan.

And that concludes the voting for Sweden.

### TRIAD COMPO

Well, ah, so and luv a peking duck. The questions on this compo were all based around info gleaned at our local Chinese take-away. Interesting fact number one, Wen Kio is not a soup. Oim Sum is a range of snacks served at lunch or afternoon tea (ooh how poah), the pan is a Wok and a lychee is a fruit.

Hence an Amiga complete with monitor and Triad based software go to... (brief pause for effect) Andrew Milner from Berkshire. Congratulations Andy and keep cookin'.

# STALLONE

He's back and this time he's taking no prisoners!  
Colonel Traulman has been captured by the  
Russians in Afghanistan and there is only one  
person capable of freeing him. Negotiate the  
minefields, explore the Russian camp, lay  
boobytraps, avoid detection,  
free the Colonel and then  
... move on to the  
explosive climax!  
**RAMBO IS  
BACK!**



# RAMBO III



SPECTRUM COMMODORE AMSTRAD  
**8-95 9-95 9-95**  
**CASSETTE**

**ocean**

COMMODORE AMSTRAD  
**14-95**  
**DISK**

Ocean Software Limited  
18 Central Street, Manchester, M2 5NS

Telephone 061 832 6633  
Telex 869977 OCEANS G

# ENTER THE DRAGONNINJA

T.M.

Join Orochimaru in your battle for supremacy and the  
purges of evil. With a growing army of  
more, kill, are warlike and dangerous. Also  
out to spoil you are the elite of the  
Warrior and Ninja Guilds.

At the end of each level you'll overcome the  
final boss. After that, to progress, you'll see a picture  
of the next level. Finally, you'll be facing  
the final boss, the "Sagami" of the  
and one of the greatest warriors in the world.  
and one of the greatest warriors in the world.



SPECTRUM  
AMSTRAD  
COMMODORE  
£9.95 £14.95  
DISK

AMIGA  
£24.95

ATARI  
£19.95